**GUST 1999** 



## EXCLUSIVE PLAYSTATION DE



# Official UK

WORLD EXCLUSIVE REVIEW!

Who knows the secret of Silent Hill? We do! PSM gives you the exclusive lowdown on the thinking man's Resident Evil.

OMIGOD, THEY KILLED QUALITY?

You've bought the key ring, now buy the game? South Park hits the PlayStation, but is it cool or cash-in?

**BLOODY RAW!** 

Out with the plasters - Tekken's back! PSM plays the world's best beat 'em up and comes off worse...

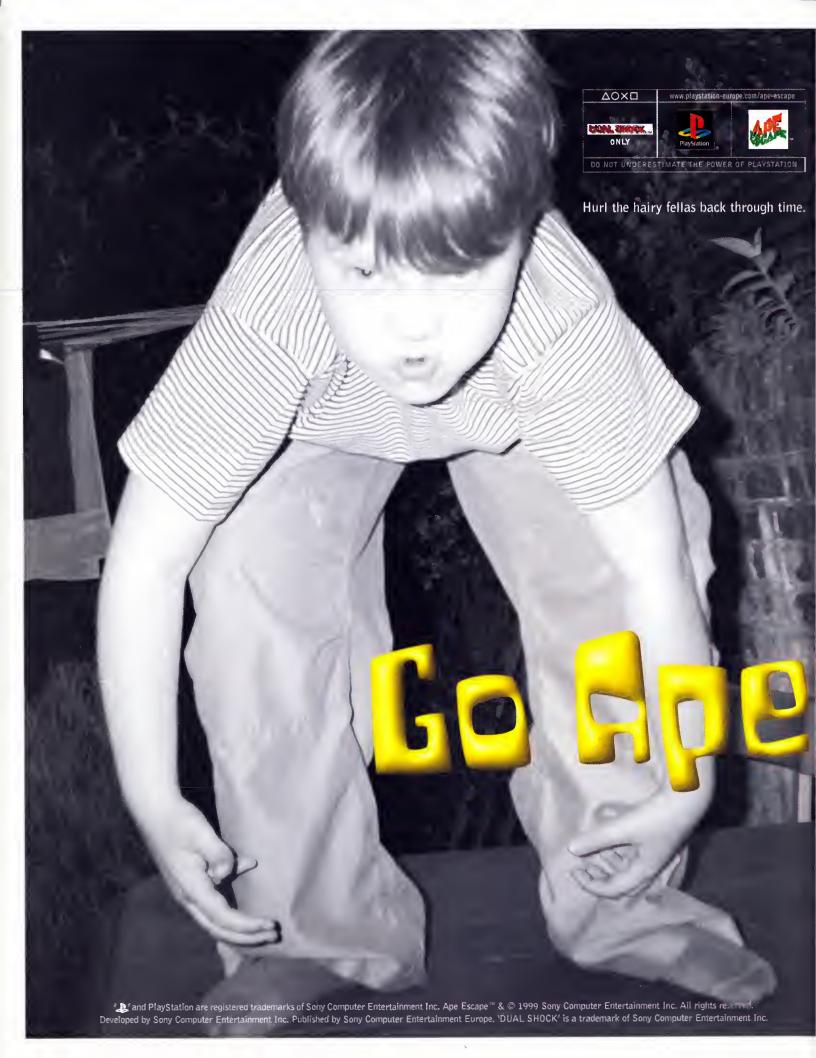


## **GUESS WHO?**

Yes! Tomb Raider 4 confirmed for Xmas! All the latest info inside...



(4.99



## प्राधित रेशा रेश

### WHAT'S ON THIS MONTH'S CD?



Another bundle of

mammal electronic fruits

frupped into a gaming

cramble. Allow your

massele to whisk the disc

maidly, pick up the pad

and serve straight away.

Ace. Custard optional.

Ama Kournikova puts her svelte
form behind ace tennis game.

Our favourite amphibian's back

TARGA BOOST Playable Substic romp from the talented

minotic romp from the talented robots behind Gran Turismo.

Place his

Sear through an aerial arena shooting your incarcerated foe.

CAC RED ALERT Dismalal

A strategy war game which you must win. Simple really.

Take the high road with this Platinum automotive adventure.

This cartoon racer's looking hot.

Debonair young fox adventures.

PRINCE NASEEM BOXING Video

Royal pugilist's shaping up well.

TIME SUP Yaraze
Snail-based shenanigans.

OPERA OF DESTRUCTION Variante







Bad news. Due to the decidedly gory nature of Silent Hill, we are unable to bring you our planned demo. Apologies to all—

the matter's beyond even PSM's Herculean control – but rest assured, we are currently exploring devious ways to bring you a Silent Hill demo. An adult PSM Special dripping with all manner of monsters, zombies, offal, kalashnikows and Other Cool Nasty Stuff? Wait and see.

So how can we make it up to you, our beloved reader? How about a demo of the wondrous Anno Kournikova's Smosh Court Tennis? Or shots from the new Resi? Or tips on the snipertastic Syphon Filter? Or the chance to win £15,000 worth of Peugeot 206 GTi? Or info on the latest Tekken? Or the chance to be at this year's PSM Awards? Or...

Nah. Let's talk of the future. Let's just say that the pixies that bring you PSM have been beavering away like beavers to ensure that 1999's best games appear here first. Fact: demos for the likes of Gron Turismo 2, Finol Fontasy VIII, FIFA 2000 and Tomb Raider 4 have already been signed up PLUS you'll also be seeing changes in the coming months that ensure that PSM retains its undisputed title of Bestest Videogames Magazine In The World Ever.

Enough. Time to let you broach the delights of this fine issue and, as most editors do, finish this lovely column with an imaginative 'Cheers!' or a slyly clever 'Enjoy the issue!' or...

Or maybe not.

MIGH

Mlke Goldsmith (Editor)

## 

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ARC 380.186

July - December 1998 A member of the Audit Sureau of Circulations

















#### PRIMAL SCREEN

Developers quizzed, boffins questloned, eggheads interrogated... The Inside deal on the games you'll be buying in six months' time.

#### Resident Evil 3: Nemesis 44 Prepare to be scared By Zombies, Again

Football Manager Stetto lans get ready to party Or plan.

Die Hard Trilogy 2 More Willis-based bazooka-fun as he takes on a thousand men and probably was

Lego Racers 50 Child's fancy x F1 = Lego that ar reces

#### 40 Winks

More on GTi's dream-snaring adventura



#### PREPLAY

A sneak peek at the games almost ready for the shelves. Is it looking good or Is It looking grim? PSM gives you the lowdown.

#### Carmageddon \_ 60

Motors on the rampage mowing down big-blooded humanoids and causing enormous hold ups on most A roads in the immediate area

#### Shadowman

The monsieur of shadows prances about in an effort to wrench a daft mask from his bodily sections. Adult, Dark Scary

#### Guardian Of Darkness 64 Cryo anyone? A first peek at this french

RPG in which you play a Guardian. Wooh!

#### WWF Attitude

Once more the beauty of the male form is under scrutiny, as wrestling, that 'sport' of chemoions reans it's Evone-covered behind on the PlayStation Yup, it's out with the same old gags again

#### Kinuslev

Psygnosis' adventuring fox finally takes another step towards release There's a slice of RPG, a dribble of fighting and sachet of leapery all dipped in a sugary coating of cute Should the handcont be worned? Flip to page 68 to

#### FA Premier League Stars 70 Is it just FIFA with a novel player attribute

strap on? Well maybe, but this innovativa individual player skill addition could give PlayStation soccering a much needed kick un the shorts

#### **Castrol Honda** Superbike Racing

Finally the PlayStation gets something for the motorbiking fanatic Rip-roaring. leather-trausered fere for fans of matalic music and fringed rackets



the most important people in the Industry discuss the most relevant issues and tevlew the most exclining games on the plant And with our desio disc, we let you play exclusive levels from the best PlsyStation gemes before they but the shelves PSM the world's best selling videogsmes insigning.



















#### **PLAYTEST**

You want reviews? You want them Informed. autheritative, opinionated, entertaining, cleve and unbearably honest? You got 'em.

Silent Hill The secret of Silent Hill is within

this tame Investigate the weindness, find your daughter, avoid the evil. It's dark There's e noise. What's that? Ugh!

**Virus** What more Cryo? The benet fanciers go from bed to more bed with this tenuous movie-be-in-sci-fi-plegue ferrago

**Aironauts** Aerial combat, between crims in steam driver butterflies - sounds like fun don't it?

**Bugs Bunny:** Lost In Time

The most famous rabbit in the world dios his cornedic ears into the world of PlayStation gaming What's up Bugs?

#### Chessmaster 2 98

A wrinkly grandmester eases his pawn betweet his gnarled palm A considered move A thought. A pause Such is the eye-blistering excitement of chess

100

#### Capcom Generations

If someone offered you 12 games for the price of one what would you sey? Now what if they were old games. Games from a time when the Earth was young. When Five Star was the sound on the street and Welker Snaps were in every packed lunch What then, eh?

102 Plane Crazy

We fiv plenes around cenvons under bridges and into walls is this not video entertainment at its best?

Floaty ships hurtle around circuits firing at each other its not what you're thinking

**FEATURES** 

Wipe3out The fastest, bestest recer without wheels that the world has ever seen reappears in a third incernation. Scarier circuits, slinkler sleds and featuring some mind-bending weapons Can Mayers worships the very ground that it doesn't quite race upon

Namco Station

Pants sagging with thruppenny bits and energy-replacing Tic-Tacs Stephen Pierce went to better the sweety buttons of Namco's finest new arcade games Tekken Tag Tournament, Point Blank 2, Time Crisis 2 - all got a righteous pounding

South Park

And once again we ask, who killed Kenny? PSM Investigates the crime of the century and ask an even more important question, how is the handed one being brought back to life on PlayStetion?

#### REGULARS

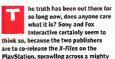
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MULDER AND SCULLY MATERIALISE ON THE PLAYSTATION





four discs. As expected, the X-Files appears to be identical to the disappointing PC version released way back in September 199B. Rather than take on the role of one of the dourly-clad famous television leads, the game (based on a new storyline by X-Files creator, Chris Carter) casts you as FBI Agent Craig Willmore and places you in a

suitably spooky world of espionage, investigation and standing about in overcast locations waggling a torch.

These activities manifest themselves through copious use of video footage, still images and something Sony and developers Hyperbole Studios are calling Virtual Cinema - or as we know it, point 'n' click. For example the game starts with a stroll about the FBI headquarters. An onscreen hand is manipulated via the D-pad. Move it to the left, hit ( and the screen will flip to the next still image. See a cupboard, click ( to open it and you will be offered a short video of Willmore opening a cupboard.

Music 2000 ■ P14: Orient Express ■ P19: Dino Crisis ■ P22: Win a car! **■** 20. Tomb Raider 4 ■ P16: DD 3 ■ P20: Spider-Man ■ P26: Bez ■ P12: 300 return ■ P18: Unreal ■ P21: Booty ■ P29: Hashro







nazing the uses ex-Blue Peter presenters can find for sticky tape.

Fans of the Duchovny/Anderson pairing will be miffed however, Rumour has it that the will-they-won't-they twosome don't even make an appearance until the final disc, indeed one of the plot revelations is that Mulder and Scully have been kidnapped and it is down to you to come to their aid.

You do this through the usual adventure methods, Handy accessories given to you at the start of the game include a camera, some binoculars, nightvision goggles, an evidence kit and a natty pair of handcuffs. You also have access to

#### "OOOOH-LAAAHR!"

#### WAR OF THE WORLDS FINALLY SET TO START

-Files not your pouch of sci-fitainment? How about a spot of retro-futurism courtesy of War Of The Worlds from GT Interactive? Destined to land late this year, the title deals with the familiar tale of a Martian encroachment of earth and the resistance struggle put up by the human army.

Controlling numerous segments of your army - tanks, jeeps and watchtowers requires tactical skill as well as fire button dexterity to successfully send the tri-legged

invaders packing Music and sound effects are taken from Jeff Wayne's '70s concept album, while the dialogue again stays true to the student's fave hard drinking, hard womanising, hard man - Richard Burton.

Evidently much work has been done since PSM's last look at the title (PSM43). Things look tidier, smoother and ultimately more thrilling. Given the feroclousness of the intruders, War Of The Worlds looks a tough one to beat - still, we could always just make a new home underground.





two computers, one in your office, one at home. With these, you can use e-mail and source info on all the game's key players. Indeed, other original cast members slated to pop up include AD Walter. Skinner, X. The Lone Gunmen (Frohike, Byers and Langley) and the Cigarette Smoking Man.

The visual action takes place within a cinematic letterbox, encountering others will often give you the chance to have a natter. You will be provided with a choice of text phrases. Pick one and watch the video results unfurl.

"We are thrilled that European fans of the X-Files will be able to participate in a completely interactive gameplay experience featuring all original, exclusive footage thanks to the full-motion capability of the PlayStation," said Chris Deering, president of SCEE.

"We are excited about working with SCEE to ensure that the X-Files delivers a unique gaming experience to PlayStation owners," agreed Ion Richmond, president of Fox Interactive

"See next month." said PSM. hinting spookily at a full preview...

form the final part of the successful trilogy. With a further optimised

onward. It should hit around March 2000.

Spanking new features include 'shoot

the armour off the boffins'.

'splatter a vehicle 99 times' and

new 'one shot' agonies. There's also

a new adventure RPG section and the

Party Mode is back, Start queueing

now for a late August release.

the Safari-suited profs and galaxy of pin-point tasks.

game engine, all-new graphics and that cinematic vibe provided by 28 FMV sequences, Red Sun should push the limits of the PlayStation ever

Completing this digital triathalon, Point Blank 2 marks the return of



#### Pssst!

Congratulations are in order for Squaresoft. In the land of the rising sun Final Fantasy VII has just won the Triple



Platinum Award from SCEL What's that? Oh, just the trifling matter of having 3.4 million copies fly from the shelves... EA are set to release not one, but TWO Tiger Woods games. There'll be the usual Tiger Woods 2000 ultra-realistic sim, der the EA Sports banner, and another as yet undisclosed title. Tiger Woods Crazy Cartoon Golf anyone?... The audience for





Wu-Tang: Shaalin Style is looking like it is going to be limited. Due to the content it's looking like it's going to be the number one Xmas present for hardcore homeboys, over the age of 18. There's reputedly a little bit of blood

involved... Cryo are looking to increase their range of quality titles

with the forthcoming >

SONY SO FAR...

#### TEAM BUDDIES, POINT BLANK 2 AND THE WARS D' COLONY.

ot due till February 2000 the Sony/Psygnosis release, Team Buddies, is sure-fire lunacy. Chocka with soldiers shaped like Kinder Surprise eggs and stackable magic crates which reveal absurd weaponry and speedy vehicles, It's 3D Worms, only nothing like it.

Team Buddies is a team game - you've got one and you go up against either the Al teams or whack in a Multi Tap and give it the four player touch. The idea is to wipe out your opponents and when you take into account teams are constructed from medics, spies, commandos, cyborgs and superherpes, it could prove taxing. You can switch from buddy to buddy at will, while overhead and binocular views of the carnage are available.

Also from the Sony/Psygnosis stable, Colony Wars: Red Sun, will









Team Buddles, Peint Blank 2 and Celony Wars: Red Sun are coming te yeur PlayStation soom.



## Official UK PlayStation Magazine

#### Pssst!

umours milled, tittle tattled,

Asterix and Obelix Versus Caesar. The catchily-entitled game follows the antics of our Gallic crusaders and will hopefully be better than infogrames' recent effort., All-new beat 'em up action Is on its way from the ladies and gentlemen at THO. Knights Of Carnage gets you rolling around in the dirt as various magical characters from the world of myth and legend. You know - your warlocks, your werewolves and blessed gargoyles. Brirry chilling... Derby Stallion never got released over here, yet somehow shifted 1.7 million units in Japan. ASCII have now announced a revamp in the shape of Derby Stallion '99. Please can we see it? A hobby horse peripheral is keenly anticipated. Please... Wicketty/Wick/Wick... Konami are looking to release Beat Mania 4th Mix – The Beat Goes On in Japan which should keep bedroom scratchers over there happy for a while, Like GTA: London 2969, this'll be an add-on disc, but new features include battle mode and the ability to post your high scores to the Konami homeboy. Sorry homepage... Tombi's on his





way back from Whoopee Camp! in a new 3D guise. You'll have over 100 tasks to complete, testing your abilities to the limit. There'll also be various racing and >

## JUDGEMENT DAY

CODIES RELEASING MILLENNIUM MUSIC FOR THE MASSES

ome Christmas-time the country's going to be awash with electronic bleepage. Working to do with the millennium bug you understand. No, it's all courtesy of Codemasters with, thanks to the phenomenal success of Music, are already hard at work on Music 2000.

To a lot of people, the success of Music was a measure of exactly how far the PlayStation market had spread into pop culture. The title was picked up by people who fancied a go at spending their evenings impersonating Aphex Twin, but didn't want to shell out a few grand on a state-of-the-art PC. All of a sudden you had a PlayStation 'game' that allowed you to become a cutting edge DI.

Codemasters have very sensibly gone out and built a new version, this time fully endorsed by the venerable Judge Jules. Gavin Morgan, MD at game developer Jester Interactive told P5M that, "Mussic 2000 is now even simpler to use, yet we acknowledge the more musically-minded sector and have increased the software's potential." More big name musical types are currently getting on the good foot, details of which are soon to be released.

Extended facilities for Music 2000 include the possibility of fitting in a sampling microphone peripheral and a greater selection of styles to play about with, including good old fashioned pub rock and clanky indie, Youl' still need a modicom of talent to get some special tunes, but it promises to reveal the complexities of record re-mixing, and for advanced users will offer 24 track generation and MiDI compatibility.

Most exciting of all is a Music Jam leature which involves gathering your posse of four pals round, and improvising over the top of each other in real time. If the like watching breakdancers play ring a ring of poseurs and no doubt lead to hysterics when your tonedeaf, arrythmic mate has a crack.

Watch out for blanket TV advertising come Christmas, but until then we'll keep you cued up.



Tha intarface has been vampad up fo*r Music 20*00, making it avan aasier for yaur hudding baatjuggler to gat down and jiggy with It. Ahem.

#### CODIES' MICRO BOMBSHELL "

exclusive News on the Biggest Little F
or or has leaked out that top
developer Codemasters are
planning a new game in the multiplayettastic Michine Mechines series. PSM

can exclusively reveal that the new game has the working title MM4 and is likely to reach your PlayStation around Yuletide.

While it's thought that the new Micro Machines remains faithful to the original same in many

respects – you rampage around bathrooms, frolic across kitchen work-surfaces, dodging pints of milk, plugholes and other hazards – the big surprise is that the new

game will NOT feature any vehicles. Quite what you will be tonking about the over-sized



locations in is still a mystery, but sources close to Codemasters have told PSM that MM4 will use an updated version of the Micro Machines V3 game engine and will incorporate lessons learnt from racing best-sellers Colin McRae Raily and the TOCA series.

There's yet to be any official announcement on the new MM4 project but you can be sure that these news pages will be the first to bring you more details and the first screenshots of this possible

Christmas smash.







to end? Could this mean the lady is a tramp?

### TOMB RAIDER GOES F

LARA'S BACK! WE KNOW, WE'VE SEEN IT

SM can reveal that we've seen the new Tomb Raider. We've seen a fuil brief of the plot. know the details of the game's villain and are on the verge of

revealing all, it starts with...

First the background, Rumours currently abound from all manner of Net sites and game publications about Tomb Raider 4. Obviously, the game DOES exist and developers Core Design have been working on the game since late last year. As for the rest, well...

. Tomb Raider 4 will be on PlayStation and NOT PlayStation 2 as reported elsewhere, Inevitably, Lara will make an appearance on the next generation console, but not just yet ...

· First off, leaked details of "a sexy black iady" who could be Lara's partner or rival Speaking to PSM Core Design said this on-line rumour is "absolutely untrue." This

could be a reference to Witchblade, the comic character with whom Lara has appeared. There IS a Witchblade game in development, but this is "currently on hold?

- . The game title has been leaked as Dark Revelation, Again, Core have confirmed that "Dark Revelation is not an option!"
- · Plot details. Again, Tomb Raider 4 is NOT vet complete, but it is NOT a full prequel to the first Tomb Raider, as reported elsewhere. PSM's lips are sealed at the moment, but one thing we can say is that this is no mere Tomb Ralder 3-style rejig...
- . So what's the official line? Speaking

exclusively to PSM, operations director at Core Design, Adrian Smith said, "The fourth game is almost a journey back through time, re-addressing the old Tomb Raider values and looking at the

fundamental aspects that made the game a hit first time around,"

. Full details of Tomb Raider 4 will appear on the GameSpot Web site (www.gamespot.com) and then in next month's PSM. Following on from that (and an exclusive 'behind the scenes' feature in PSM50), the review and playable demo will appear exclusively in the December issue of PSM. Fact.

> puzzilng events to ease the brainache and frustration it'll no doubt cause when it ships in Japan this autumn... Sunsoft in the US have firmed up details of a new Blaster Master game for the PlayStation. The sidescrolling tank battle is going to be revamped into glorious 3D and is due for a Christmas release in the US... Sony have developed a new optical accumulation device which reduces the number of oscillation laser devices needed to read DVD, Apparently that means that DVD production costs are lowered, Confirmation, if It's needed, that PlayStation 2 will be DVD compatible... Not content with bouncing around our television screens in the Lucozade adverts, Tomb Raider's Lara Croft has gone the way of Tracy Ullman and made an advert for the Sci-Fi Channel. She joins the illustrious ranks of other Sci-Fi Channel luminaries -Tracl Lords (ex-porn star) Busta Rhymes (gobby rap star) and Everclear (grunge combo)... Whisper of the month definitely goes to Sony. It was reported that China was classifying the nev PlayStation 2 chip,

#### **LETHAL FORCE**

FRESH SHOTS AND INFO ON THIS SUPER SEQUEL

Force 2 is shaping up nicely and we've managed to obtain new screenshots and more information from developers Core Design.

Plotwise, the Nackamichi corporation are now developing homicidal synthetic humans and the SI-COPS need a disposable agent to confirm their suspicions - which is where you come in. Instead of all-out thumpery the

s PSM revealed last month, Fighting emphasis in FF2 is on Metal Gear-esque Infiltration, subterfuge and taking down super-intelligent, well-armed adversaries as you steer mercenary Hawk Manson in his mission to pilfer secret files, eliminate key personnel and hunt down mutants. You'll be pleased to know that next month we'll be bringing you the full info on what's looking like

a stonker of a sequel.



the Emotion Engine, as a super computer which would restrict sales of the new console in the great communist state. Sony stayed shtum throughout the farrago fuelling rumours it was merely a publicity stunt from the more creative members of the PR team. But, then again, who knows?







The fruit-flavoured PSM crew, when not moonlighting in their prunotionet boiled-sweet costumes, dither with games. These games.

#### POINT BLANK 2

Make like Lewis Collins in '8os SAS fest Who Dares Wins and shear sheep, pop balloons and strip armour off hairy-faced boffins. Hang on that's not right.

#### X-FILES

Garbed in a muted Nextman palette and with a torch and Eye-Spy Book of Flying Saucers to hand, sneak around peering al big headed green-hued space beasts. Just make sure they skedaddle, by the time your partner shows up...

#### TEKKEN TAG TOURNAMENT

The boys – and girls – are back in town, in this arcade step-on for the Tekken I ale. Touchy feely tag massive is the order of the day, so if in peril simply jump out and tet your leam member I ake a deep slapping instead.

#### V-RALLY 2

Yep, slill on it. The knockyour-own-track-up feature allows this felia to just keep on giving.

#### SHADDWMAN

This distinctly adult experience could grip you by the heart and squeeze liquid excitement from it.

#### WWF ATTITUDE

Could be the best groper on the PlayStation. Let's hope so. Anything to stop those, "Stop attacking wrestling. I like it. il's not just men in briefs," letters we gel every month.

## POD-U-LIKE

#### LUCASARTS SPARK UP THEIR ENGINES



completion of these three then opens up

access to four invitational circuits. From

what we've seen these latter tracks offer

"Here cemes Pod", said Farm Barleymew.

confirmed that Star
Wars Episode I:
Racer Is on its way to
the PlayStation at last, it'll be

hitting the shelves around
September time, Johning its
much-delayed tie-in title, The
Phantom Menace. By that
time we'll all have seen the
film and be fully versed in the
wonders of the podular beasts
we'll be racing in the game.

Basically, a pod racer is a couple of dirty great big jet engines attached, via a pair of thin poles, to an ultra-light pilot capsule. In the world of mechanics light generally equals quick and these things

up a challenge, to say the least. What are exactly makes them so hard? How about that. Once you've dodging Tuskan raiders on a trawl upgraded your pod, by round Tatooine, whipping through winning cash in the races, it'll meteor storms and storming across hit speeds of well over 600mph. seething methane lakes? All of that, combined with switch back corners and There's also going to be a huge girder-encased corkscrews, means you'll range of tracks to take on, 25 in all, of be needing fast reactions to get round the progressively increasing difficulty. The game's split into three tournaments: first lap, let alone the next couple. amateur, semi pro and galactic and The action takes place across eight

worlds, each of which has its own distinct landscape. Preview code is racing PSM's way soon.

#### WHIP IT UP AND START AGAIN

INDIANA JONES: OF HUMAN BONDAGE

Ise coming soon from Lucas Arts is a game based on the infamous adventures of arch-archaeologist, Indiana Jones. A couple of years after the end of World War 2, with the political atmosphere beginning to chili, our tudy's hired by the QAt to do a little bit of espionage for his country...

Annarantic Souled assents have

Apparently Soviet agents have been seen sniffing round famous relic sites of the world, like the legendary fower of Babel, and it's your job to find out what they're after. It's not soing to be a short slog either, It's not soing to be a short slog either, there are ry levels of action to battle through in exotic locations all round the world. Expert use of the whip is essential, as is a battered fedora, Fear of snakes is optional. More soon.



Belge fella falls down into snake pit. "I hate snakes! I hate..." Repect to fade.

#### TOKYO\_TECHNICAL SPECTACLE

PLAYSTATION 2 FOR JAPANESE CHRISTMAS RELEASE

echnotogically-minded boffins were rubbing their hands in glee this month, as yet more information about the specifications of PlayStation 2 were released. First, and possibly most importantly, Ken Kutaragi announced at Sony's annual award ceremony that PlayStation 2 will have it's

PlayStation 2 will have world premiere at the Tokyo Games Show this September,
He'll be spilling

details of scheduled launch titles as well as an initial price point, fueiling hopes that it'll be on sale in Japan by Christmas. This means well have a better (dea of what it will cost and when it might hit the UK. Mass production of the central processing chip is underway at the moment.

Sony have been hard at work on a laser light oscillator. Say what? This is the component that's going to ensure PlayStation 2 is completely backwards compatible, it enables the machine to read both CD and DVD formats. By using one chip to do the lob, Sony have cut the cost of manufacturing, meaning a console that's not cost prohibitive. DVD, you say?

Does that mean we can play films on the thing? in theory, yes, although whether Sony will go down this route is to be confirmed. Finally, a company called Numerical Design

have linked a deal with Sony to bring a software tool known as NetImmerse 3D Into PlayStation 2 development. The hope is that the programme's going to speed up game production time significantly. We'll be bringing you the full specifications from Tokyo later in the year.



Catherine Channon, Sky One's red-bereted gamesvixen, swaps screen for print in search of a quiet life at PSM...

Resident Evil was the first of its kind. By marrying Hitchcockian suspense with Zombie Flesh Eaters gore, it proved to be as lucrative as it was unnerving. This, accompanied by Virgin's notorious marketing campaign, signalled the birth of a new, controversial genre targeting mainly older gamers – Survival Horror.

Ever since Resi 2 set the charts alight, we've been waiting for a worthy successor. But which game could possibly step into its blood-filled boots? Dino Crisis? Silent Hill? Outle possibly both.

Dino Crisis' visceral Resi Evil roots are already very much in evidence, however Silent Hill – having gestated within the creative loins of Konami – seems to have taken horror into a new, psychologically-unsettling realm.

Now I'm not a girl who scares easily – the last time I waxed was more frightening than Cannibal Ferox – but Silent Hill unquestionably hit a nerve. It's scary. Very scary.

A fact that this month left us here at PSM Towers with a quandary. On one hand we're here to nab the best the PlayStation has to offer and slap it on a disc for your delectation. On the other PSM has (by virtue of its unrivaled popularity) a duty to its readership. One of responsibility. One of morality. And one which couldn't be ignored, no matter how good the game.

As a consequence Silent Hill has been removed from the disc. The industry has grown up. And Silent Hill isn't a game for children. It's aimed at an adult audience who actively want to be scared. Which is fine. But it could prove a little strong for the younger at heart. So oldies keep your eyes open for a P5M Adult Special featuring the most extreme titles the PlayStation has to offer. While the less advanced can cuddle up for an evening with Kournikova and her bouncing... Damn, this being kid friendly ain't easy.

#### FANTASTIC FOUR

HOLLYWOOD STARS SIGN UP FOR FINAL FANTASY FILM

ecently, a couple of stories have come to our attention regarding the wonderful world of finol faminsy. First up is the news that work on a finol faminsy movie is well under way, and due for release in the US in the summer of asos. The film's going to be entirely computer generated and the Honolulu arm of Square are putting it together, claiming it to be technically more advanced than anything yet on screen.

The story's set in 2065, and follows a character known as Grey. Although the full plot hasn't yet been revealed, it will follow similar themes to the videogame series. Apparently, Grey bears a remarkable resemblance to a Mr Brad Pitt of Hollywood, California and it was rumoured he'd be taking the lead role. What PSM does know is that big-name actors and other hollywood players have signed up to make their contributions. The script's due to be written by screenwriter Al Reinert, who won an Oscar for his work on Apollo 23, Taking on voice-over duties are heavy littles Sieve Buscenii, Donald Sutheriand, James Woods and Alec Baldwin although what characters they'll be playing are as yet undisclosed.

The story doesn't end there either, as Soughe have recently announced that Final Faintasy.

If we story doesn't end unere etiner, as square have recently announced may rind i rainasy it will be appearing on the current console, NOT PlayStation 2 as was anticipated. When we'll see it nobody knows, but it's sure to be another marathon effort from the talented team.

More news on both the film, the new game, and of course, find l'antasy XIII very soon...









## Official UK PlayStation Magazine

Beat 'Em Uo

PSM TV: high concept, high class, Check out Catherine's trip down to the Corsica Rally on next month's disc. She's really rather good, basking in the sun like an Iguana.

PlayStation 2 becomes ever lump of plastic and silicon immaculately designed, no doubt. Can't wait.

Ptatinum discs. Whoever thought up the Idea of getting £20 should be up for an MSE. Gran Turismo, Final Fantasy VII, Colin McRae Rally... The list goes on and on. Cheers.

PSM staff beginning to loose abhorrent faux yank accents after their recent trip to Los like rilly, todally, stop it.

#### BEAT 'EM UP

Hits and misses beamed direct from Planet PlayStation

#### KNOCK 'EM DOWN

Seeking souts and other vampiric shenanagins around the planes of hell sounded great. Then the powers that be put Legacy Of Kain back. Then It got out back again. Dolts

Lara's ludicrous Lucozade adverts. The girl's just getting everywhere. Perhaps she ought to think about taking a hollday before the Christmas raid starts in earnest.

Japan sees the fourth installment of the Beat Monia haven't even got the first one in the shops yet. There are plenty of budding Norman Cooks out there itching to spin the peripheral's platters

Pollen. Root cause of the most despicable aftergy to grace the planet, Sniff...

> Knock 'Em Down

#### TRIP FOR THE TOP?

THE 3DO COMPANY WANT A SLICE OF PLAYSTATION PIE

e founded Electronic Arts. designed John Modden Football and became a legend despite (or because of) the glorious fallure of his pioneering 32-bit games console. Trip Hawkins is the ultimate videogames mayerick and current CEO of The 3DO Company, the publisher that intends to bring titles

like Army Men, Crusaders of Might and High Heat Baseball 2000 to PlayStation. Trip's CD-based console, the 3DO, was a precursor to the PlayStation that bombed due to inadequate marketing and software support. In the intervening years

The 3DO company has re-grouped and reinvented itself as a games publisher gaining a small but significant foothold in the PC market

Now the firm are keen to expand into the world of PlayStation with a roster of releases that follow-on from its PC successes. Army Men is an arcade wargame featuring plastic

soldiers who shoot it out across 14 missions, each one setting them up to five objectives. The game features 13 weapons including magnifying glasses and sky











The 380 Company is lauachieg its PC titles on the PlayStation. Top: Crusaders Of Might & Magic, bottom latt: High Heat Baseball 2006, bottom right: Army Men.

rockets and promises 'visceral' death sequences.

Slightly more serious fare is provided by Crusaders Of Might & Magic, an action-led RPG in which you roam about in full 3D. Stepping into the pointy boots of young-blood Drake, your job is to stop the Legion of the Damned taking over five worlds made up

of verdant forests, boiling deserts and icy wastes. Then there's the pitch-mungous High Heat Baseball 2000 featuring the 1998 MLB teams, five playing modes and 37 stadia.

All three of the above are out Stateside this autumn so we can hopefully expect a them to be released in Blighty around Christmas-time,



#### "BEER/BEERWE WANT MORE BEER..." IN TAPPER YOU HAD TO EARN IT..

t shouldn't come as too discover that Tapper, (or eer Tapper as It was later d), was inspired by a fair few plats. It was in a bar, while ing to the Ramones, that er Scott Marrison realised his financial prayara could be ed right on the premises red by the jovial, ali-ican atmosphere of his local rican atmosphere of his nts, Morrison set about

fast-paced arcade bar sim. The straightforward premise involved keeping the relentlessly thirsty, endlessly multiplying customers plied with booze, as

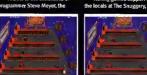
ng hls masterpiece – a

well as retrieving their stray glasses. With four bars and just one overworked (and undoubtedly under-paid) bar steward to tend to them, things soon became more than a little hectic. A sub-level which involved picking an unshaken can from a series of mixed-up beverages was added to give the player a rest from the interminable action.

Thanks to the assistance of programmer Steve Meyer, the

game was soon complete and Morrison set off to downtown Chicago to see if his dream of taking games out of the arcades and into atypical locations would work. In a bid to put the punters at ease, the cabinet was modified to look like an extension of the bar -beer holsters and brass foot rests completed the look - and the game was soon causing a stir. Having gained support from

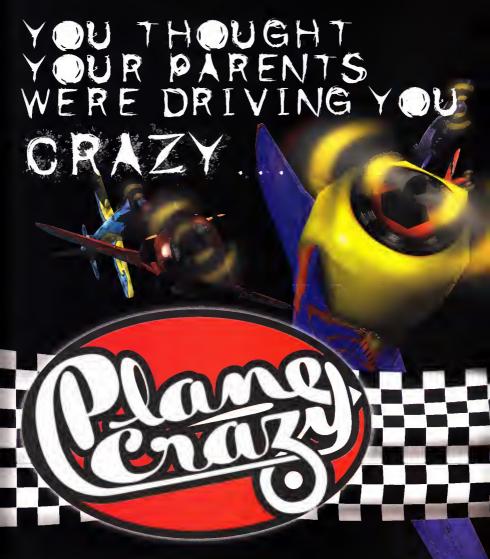
Morrison's aspirations grew. Smooth-talking gained him a valuable licence from Budwelser, and armed with the beer firm's support, Topper eventually achieved mass recognition. Despite its success, however, the game wasn't without fault. Endless redesigns saw the introduction of novel sound effects achieved via a microphone, a crate of beer and a great deal of wind,... Catharine Channon

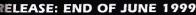






You're toaking after four bars, the punture are thirsty and you're running out of glease















## Official UK PlayStation Magazine

## ORIENT EXPRESS

US BRITS MAY BE GUZZLING STRAWBERRIES AND IGNORING THE COPA AMERICA (IT'S A FOOTY TOURNAMENT). BUT PSM'S JAPANESE AGENT NICOLAS OLCOSTANZO HAS BEEN BUSY PREPARING A BOWL OF DIGITAL FINGER FOOD...







Evarybody's Golf 2: The wide open snaces of PSM's taxe not eim return. Can we wait? No wa can't

#### EVERY ONE'S A MINNA

wo years ago SCE surprised many

PlavStation owners by releasing an arcade-style golf game: Minno No Golf. known as Everybody's Golf In the UK. In Japan Minno No. Golf broke all sales records almost topping the two million units mark earlier this year, Its well-balanced gameplay and comical graphics struck a chord with players - golf is still salaryman's favourite pastime - ensuring that developers Camelot came up with a sequel. Minna No Golf 2's executive producer. Yasuhide Kobayashi, describes it: "When you first take a look at the game you Immediately understand the game is different. I wanted to make a game that was very Japanese looking."

Apart from a visual re-vamp there have been several important additions including different club sets, a choice of balls and the inclusion of seasonal features. Kobayashi-san explains: "In summer players will hear

cicadas. Players will see dead leaves in autumn and play under the snow in winter. These improvements are related to the graphics, but we also work to improve the game characteristics. In

109E

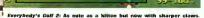
summer for example, the rough will be deep... In winter the wind will be strong, but the rough will not be so long so it will be easier to hit the ball out." The game will

feature 12 characters, five club sets and six types of ball to wallop around the seasonally-adjusted courses once you've beaten its Tour Mode.

We'll be bringing you more on everybody's favourite golf game next issue.









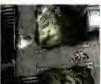
#### RIDE O THE VALKEN

ou can never have enough big mech-style robots in a game is a maxim developers Masaya Ilve by, so It's no surprise that the company is updating classic 2D robo-shooter Valken for the PlayStation, Assault Suit Valken 2 Is a battle RPG that mixes chit-chat with fellow pilots with turn-based combat in which you control your own drold while your PlayStation handles the other tinplated battlers

The action is fairly basic as you choose to move, attack or defend but expect big explosions and plenty of heavy-duty weaponry to slot into your 'bot's arsenal. The game features so stages as you and your metal compadres slug it out on planet Jupiter.

Not a big name in the UK, Masaya are well known in Japan for the Longrisser series, but in PSM's humble opinion Assault Suit Valken 2 just might not be the title to propel the Japanese firm to European prominence.





Assault Suit Vallers 2: What is it with huge robots and fighting? Why can't they all just be chums?



#### VANDALISM

fter an initially cautious reaction. PSM went on to embrace Konami's battle role-playing game Vandal Hearts and give it the full-on review snog action that a 9/10 score demands (PSM20). Two years on from the original Japanese release Konami have produced a sequel that manages to deliver real-time battle action along with all the hit points, spells and weaponry beloved of cardigan-wearing RPG die hards

The turn-based play was most people's only real gripe with what was otherwise a brilllantly-constructed wargame/storyfest. Now players will be able to move their units at the same time as the enemy, forcing them to make split-second decisions about which direction to attack in and with what implements. Once all the characters have been placed battle can be joined with the

lighter, faster scrappers getting in there first, but remaining vulnerable to more heavily-armed opponents.

The game stars Yoshua, a young warrior searching for his paramour Adel. and boasts much improved graphics that really make the most of the 100 spells on offer (dragon spells a go-go apparently). What with its new story, improved looks and revolutionary battle system Vandal Hearts 2 could steal away our affections all over again.





normal to expert, you'll be expected to

perform six pieces of music by tweaking the

controller in time to the on-screen prompts,

You can even rope in your mates in a sort of

which of you is Hendrix on toast and which

Beat Mania is huge in Japan but how

B

battle of the solos as you compete to see

another victim of the Clapton lactor.

will it fare in the UK? PSM will keep

you advised.

ar Freaks: Boat Manin for the longer-haired gent. Lick that riff heby

#### **FUNKY FREAKS**

ir guitarists beware, your virtual talent could be put to the test when Konami decides to ship the latest in the Beat Mania series, Guitar Freaks, to the UK. Using the same gameplay system as Beat Mania, the radical thing about Guitar Freaks is that it comes with a guitar-shaped controller for those wishing to pluck themselves stupid in their own homes.

In Practice mode the game will teach you how to play, presenting you with a series of lessons. Once you progress from



Guitar Freaks: Nico Ellison, fella

DENGEKI CHARTS\*

#### TOP 10-SALES

- Dance Dance Dance Revolution (Konami)
- 2 Simple 1500 Series Vol 10: The Billiard (Culture Publishers)
- 3 Culdcept X Version (Media Factory) (Namco)
- Simple 1500 Series Vol 1: The Mahjong (Culture Publishers)
- (3 Omega Boost (SCEI)
- Bust A Move a (Enix)
- (a) Minna No Golf: The Best (SCEI) (Square)
- (Banpresto)

#### TOP 5 - EAGERLY AWAITED

- 1) Drugon Quest VII (Enix)
- 2 Legend Of Mona (Square) 3 Persona 2 (Atlus)
- Ark The Lad 3 (SCEI) (Capcom)

#### TOP 5 - READERS' FAVOURITES

- 1 Final Fantasy VIII (Square)
- 1) Final Fantasy VII (Square)
- 3 To Heart (Aquaplus) Denso Suikoden II (Konami) 3 Tokyo Mojin (Asmik Ace Entertainment)

Charts supplied by Dengekl PlayStation, the top-selling specialist magazine for tapanese PlauStation owners





Vandal Hearts 2: The first one was ace and this next 'un looks thn baauty. Coming to n PSM naar van.

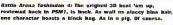
alienate some, Takara

have returned to the



form of To Shin Den Subaru (effectively Battle Arena Toshinden 4). The new game features nine all-new characters plus some hidden sorts and offers a team battle mode inspired by SNK's King Of Fighters series. Along with the usual Versus







## Official UK PlayStation Magazine

## SMASHING NEWS

#### ONE DESTRUCTION DERBY INTO THREE WILL GO



s mentioned previously in
PSM, there is to be another
Destruction Derby game –
Destruction Derby 3. However,

there is some confusion as to whether or not this will be along the same lines as the crash 'n' smash we know and love. Put simply, the situation is as follows:

· Psygnosis, owned by Sony, have retained

the rights to the *Destruction Derby* licence.

• The original team who developed the game for Psygnosis, Reflections, have split from the company.

- · Reflections have been bought by GTI.
- During the split from Psygnosis, some members of the Reflections team joined Accolade, who have subsequently been bought by Infogrames.

Got It? Destruction Derby 3 will follow its predecessors in name and nature alone. And it won't be short of competitors. Reflections at GIT, having already made Driver, are now working on a similar game, but sadly it will only be released on PC. The Reflections team members who are now at Accolade are currently in the process of

producing a game called Demolition Racing for Infogrames.

The three titles sound remarkably similar. Demolition Racting (Accolade/Infogrames) has definite hints of Destruction Derby about It. It has been described as "High-speed, full-impact racing action in last-man-standing, destruction bowl matches."

Although it looks as though the two PlayStation titles are destined to go into direct competition, infogrames intend to release around September whereas Sony's title will not be hitting the shelves until early next year. This early announcement symbolises Sony's commitment to keeping the Psygnosis brand alive and thrashing.

Both titles boast new cars, torturous tracks and spectacular smashes. Infogrames have revealed that they intend to add fuel to the fire with new features such as Death From Above. This is a one-hit move where you land on an opponent's roof, for an instant kill and triple points. With both publishers having achieved 10/10 scores for their previous racing games, no matter what happens it's unlikely we'll be disappointed.





More wheel-spinning, bonnet-ripping, boot-smashing action beckens with the roturn of Destruction Derby.

## ACTIVISION

#### IT SHOULD **be a game**

CALLING ALL CRAZY SCIENTISTS! THIS MONTH CHIEF & STEALTH OF KENT BAG THEMSELVES A GAME, AND A VISIT FROM THE DEPARTMENT OF THE ENVIRONMENT.

#### The Concept

Remember Dolly, the second most talked about virgin birth of all time? Now you too can play God with Spliced.



#### The Pitch

You're a freshly-graduated medical student, with plenty of zeal and a £10,000 grant weighing down your pockets. This is where things start to go a little off the wall. Rather than waste your cash on traditional student staples like Pot Noodles, pints and the like, you decide to Invest in genetic modification. The alm of the game is to capture media attention by creating as interesting a mutant as possible. You use your stash of cash to purchase

equipment and space to help you carry out your experiments. For instance, an electron microscope will cost you £5,000 whereas a Swiss army kinfe with a magnifying glass will only set you back a tenner. By the same token, you can rent space in a new research lab, or a bench in a disused abstrich; it's un to you.

Your main constraints are money and the threat of sabotage from animal rights activists. Make too many mistakes and the tabloids will even start hounding you. Oh, and naturally you're fined for failing

to dispose of corpses properly

PSM Verdict
A refreshingly original concept – although PSM feels that the potential ramifications of encouraging small child

feets that the potential ramifications of encouraging small children to dissect animals could have the RSPCA up in arms. As for genetic manipulation? Any regular visitor to our pages will already know our stance — we're all for it.



Super Sonic Snakes And Ladders from Kate Matravers, Take one board game, add a pinch of Tekken and Xena: Warrior Princess and ou're almost there. Played in much the same way as Its cardboard counterpart, but with a subtle twist - you battle for your position on the board, rather than automatically sliding An all-girl cast for Snakes & Ladders. down a snake.



ANY EXCUSE
FOR ONE

## PLAYSTATION A

Is for... PAL. Phase Alternate Line - the UK's TV system. UK PlayStations are PAL, They display more lines to the screen than NTSC moduls (625 compared to 525) and so give a more detailed image. But the screen updates less regularly so games must be speeded-up during PAL conversion or will run slightly slower · Also... Paraltax Scrolling. Moving a distant layer of background more slowly than objects closer to the viewpoint, to replicate the movement of objects in real life. An example? Look out of the car window. U Also... PCB. The board on to which your PlayStation's chips are connected. Silvery connections on thu PCB link all the legs of the chips, enabling them to 'talk' U Also... Phong Lighting. A complex lighting algorithm that shades objects not only relative to the strength and position of the light source, but also the shadows and reflections caused by other purts of the object · Also... Pixel. Or picture element. The minute. coloured dots from which images are constructed. Low resolution PlayStation images are made up of 320 by 240 pixels, new games are beginning to use high-res Images that can go up to 640 by 480, giving a much



Pixel perfection. Little squares of tasty fun.

## OI QUAKE II, OUTSIDE NOW

UNREAL BRINGS ITS GALACTIC MAYHEM TO THE PLAYSTATION

hile your residing in your bunk on a prison space craft, the ship crashes on a bizarre planet. The crew and all the other prisoners are dead or dying and you have the chance to escape... So begins GTi's Unreol, a serious contender or most anticipated game of the year. A monster hit on the PC back in May 1998, Unreal is a first-person blastorama of unequalled beauty.

The PC version of the game gets under way in a leisurely fashlon, by letting you prance about in a monsterless enclave, getting used to the controls, finding your first weapon and locating some armour. After the sanctuary of the first level, though, things turn ugly. Adopting the Quake posture, your eyes are the screen. You can see your weapon of choice rocking about in front of you and the beastie crammed environment surrounding you. And what beastles! Kraals, Mercenarys, Skaaris, Titans – It's a veritable Gehenna of undesirables.

What is an escaped convict to do? Lay waste to them of course, with the most comprehensive armoury to ever bless your PlayStation. Your initial Dispersion Pistol, with unlimited ammo, is soon superseded by such hand-held automatons as the Flak Cannon, the Razor Jack, the Automag and the devastating Eightball Launcher.

Creature AI also deserves a mention, If in danger these mothers don't hang about. Knock down their energy with some well-timed bolts and off they tazz, to seek out a hidey hole from which they can chuck the pain right back at ya. As yet

details on the PlayStation version of Unreal are virtually non-existent. It has been mooted that the game will feature a multiplayer mode, but whether it be two or four player isn't clear. For the time being, we must make do with these Pc images, while next month PSM will bring you exclusive shots of the PlayStation game that could even out-gun the already beauteous looking Quake II.



Good Christ! Is it perchance feasible that these (sadly PC-only) visuals might uqueeze within the guts of a PlayStation. We can but pray...

#### Ubi Soft

#### TIC/ THE BOX

THE PSM SURVEY HAS BEEN CRAFTED TO REVEAL YET MORE ABOUT YOU, DUR LOVELY READER, TICK THEM BOXES AND THEM POST IT (OR A PHOTICOEPY) TO TICK THE BOX' AT THE USUAL PSM ADDRESS TO BE IN WITH A CHANGE AT SNAFFLING UP A TOP LIBI SOFT GAME.

#### Tomb Roider 4 has finully been announced. Who do you think should get the rolu of thu lovely Lara in the upcoming film?

- A Liz Hurley. She's reet posh and wears lovely dresses,
- B Catherine Zeta-Jones. She's Welsh and buxom and everything.
- C ☐ Gail Porter. She takes her ladyclothes off.
- D 🔲 The lovely digital Lara herself. Make it a CGI movie.

#### Star Wars Episodu I: Thu Phontom Menace is out. The film's OK but jar-jar Binks hasn't gone down well. Do you think that...

- A 

  He totally ruins the film in every way.
- He totally ruins the illm in every way.
   He deserves to die a zillion deaths and never appear again. Ever.
- C ☐ He is a helium-filled Muppet cast-off from Terrahowks.
- D He is Camilla Parker Bowles.

#### Brucu Willis, the Spice Girls, the naff onu out of Red Dwarf... Who else would you most like to see appear in a PluyStation game.

- else would you most like to

  A 

  Keanu Reeves.
- B Starsky and Hutch.
- Gail Porter. She takes her ladyclothes off. Again.
- D The other naff one out of Red Dwarf.

#### A wee bit about yourself...

Name	Age
Address	

Cincle	Marriad	Standy relationship	

Single 🗀	Married L.	Steady relationship
How much do	ou roand on Bla	(Station caming each month?

, , , , , , , , , , , , , , , , , , , ,	
Favourite game?	

		-	
Are you a blg mult	iplayer fan?		

Sum up PSM in five words _	
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#### **IDEAS ABOVE THEIR PLAYSTATION**

MUMMY'S LITTLE ANGEL GONE HORRIBLY, HORRIBLY WRONG,

Character: Rascal AKA: Brat Bov

The game: PSM315/10
The gist: Controlling this evillooking poltroon, jump from
dumbed-down platforms and
solve puzzles which are more
colour-by-numbers than
Kryatan Factor.

Appearance: You know Chuckle from Childs Play? That freakazoid, demonic little nipper's toy, that came to life and would nibble at the ankles of parents before burning them alive? Well he's just like that, But with shades. Distinguishing marks: Less than two foot tall, hair cut by Mum. A kind of wannabe hepand-cod Kevin the teenager, just as poorly dressed and nowhere near as entertaining. Typical scene: Rascal is walking along, meets some

walking along, meets some half-arsed excuse for a baddle, shoots him with his bubblegun and, well, then does it again. The closest you'll get to a challenge is the odd platform, moving object or regenerating nasty.

What went wrong? Rascal failed to warm the hearts of gamers, So enthralled were they by their graphic achievements, the developers overlooked that all-important gameplay. Ouh,

What's he doing now? Now in Borstal and leader of the laughed-at Bubblegun Gang, Rascal turned to a life of petty crime – muggings, pick-pocketing and being very ugly.





The Webhed One is all sel to make his PlayStation dobni in n now 30 nction/ndventure from Activision.

#### SPIDER-MAN

HE CATCHES CROOKS LIKE FLIES, Y'KNOW.

ome of the more recent comic licences to appear on the PlayStation may have been disappointing, but PSM has high hopes for the new Activision title, Spider-Man. The game is being developed by Neversoft, the force behind the Bruce Willis-fronted fun-blaster Apocalypse, and will take everyone's favourite web-slinger into the third dimension for the first time.

Billed as a "combination of combat and exploration," this action/adventure has Spidey facing up to some old adversaries – Venom, Carnage and Doc Ock. According to Neversoft you'll be able to swing from rooftop to rooftop, sling webs and climb walls, all in a glorious 3D world. Expect to enter spooky subway tunnels, search a prison for super villains and explore Manhattan in pursuit of more evil doers. Spider-

Man is due for release early next year,

All pretty impressive, but the secret to this particular sim's not in its half-pipes but its hidden characters.

#### SNOW SHOCKER

RESI 2 FANS READY TO SLOPE OFF

hreddirf the slopes has never been more fun," according to Todd Thorson, Capcom's senior markeling manager. Trick 'N' Snowboorders is coming to the UK soon, a direct port of the Japanese hit Tricky Siders. No more be-manning the turgidity of snowboording titles round here, this is very, very different. While all your usual features are there, (half-pipe, earla events and snowboording titles to the the characters that have got us interested. In a fit of cross-game referencing you'il be able to slide down the slopes as characters from Resident Evil 2. Well or what?

Leon and Claire both don their respective bobble hats, strap on a plank and waggie their way down the mountain, You'll also be able to play as the Zombie Cop, although how agile the marjonette: like monster is remains to be seen.



## BOOTY

CRACK OPEN A GAMES SCAPULA AND DECANT THE LIGUID INTO A HOT PRISM. DISTIL AND TIP DNTO A PAPER TOWEL. THIS IS WHAT'S LEFT - DESPATCH POSTCARD PICKPOCKETS IMMEDIATELY.



Store yoer vittal driving eqeipment, filsa paté, a pesty end fromages, within this stribing bogage. It's embiazoned with strops 30 yea cee bold it obove groand.



Lege heep it anreal by leeeching this Phantom Menece brickwork. A Nabeo Fighter loabs doeblo-cool laaechieg leser weapons at the fruit bowl. Zop.





GAME LOLLIES

Look libe a Cyberhojoh with these flich Street Fighter blowpops



Act like e basinassman baying and salling porb bollios with this Philips mobile and £50 worth of free eir time. See below!

Werdrobe a homege

#### GAMES CHEMISERY













0

te the pitifel work of Pierre Seegae? Thee scoop those to leob em., chic-ar. (1) CTA: London 1969 cotton T-shirt avac shooting dade metil (2) Bulo bine Wip3out space shirt. (3) A fleece from the Parisian Stadio of Ywas Saint Cryo. (4) VIVA Football sportswoar. (5) A Rollcago tobard. (6) 360 dagraes of Cryo cotton bloase.

#### WIN STUFF!

Peer throogh beavy-lidded cars and cry, "Desire is mice;" No yas can't lightly braise the Items and sorse with e crisp dressed saled. But yas can beld them, teaso them and make them bet, like e hamon part. But yoe mest win 'am first. So do this. Fill is emissing word on a postcord. Add enone, dwalling and the words "Booty 48. The pest it to the aiddresse space, Coshod wall done to Grey J List who scoaped the Star Wors."

Booty 46. Wiceers of the South Park Booty 46 will be cotified shortly. Acybow, this menth, the closing date is 10 Asgast 1999, The Ed's decision is The Ed's dacision and very ficel to boot. Take jast one go, no ueder 16s. and them Usual Compo Rales<sup>16</sup> epply...

Q: Tubby cockersay man Bob Hoshies ased to say: "It's good to \*\*\*\*..."













in-name shots of GTi thet you - yee YOU - could be ering of a few

V-Relly 2, So let's

#### Peugeot 206 Gti Full car spec

- Three door hatchback
- · 2.0 petrol engine
- Top speed of 130 mph
- . o-6omph in B.4
- . Digital air conditioning · Climate control
- - Alloy wheels
     Dual front airbags
- - Power steering
  - · Engine immobiliser
  - arm/Oeadlocks
  - · Plip central locking

#### PEUGEOT 206 GT

V-RALI Answer the following questions comes

See the car on the left? Thanks to PSM and Infogrames, It could be yours! Yup, but for a few answers and a game of V-Rolly 2, you could win a brand-new Peugeot 206 Gt!! So what's the car like? According to Car

magazine, the Peugeot 206 GTi boasts "a great engine response, brilliant steering and a filck-lightness". Good lawks.

PSM50 for the full rundown of winners!

and, if you're lucky enough to be drawn on

the PSM hat, you'll be entered into a tem I (or woman) race off of V Rally 2. To the be

racer? A new car! To the losers? Bus fare I

Of course, it helps to be good at driving games so get practising NOW. Make same

Name three manufacturers in the current World Rally Championship?

How many rounds are there in the British Raily Championship?

How many times has Carlos Sainz won the World Championship?

h a How many rallies are there in the World Championship?

Mho won this year's Corsica Rally?

QUESTION: 6 What country does Ari Vatenan come from?

QUESTION: 7 Where was V-Rally 2 developed?

QUESTION: 8 Exactly how many cars are there in V-Rally 2?

What year was the Federation Internationale De l'Automobile founded?

IN: 16 Which duo wrote "Silp Slidin' Away"?

#### V-RALLY 2 COMPETITION

#### ■ NAME:

■ ADDRESS

■ DAYTIME TELEPHONE NO:

■ QUESTION 1

■ OUESTION 2

■ QUESTION 3 ■ QUESTION 8

■ QUESTION 4 ■ QUESTION 9

■ QUESTION S ■ QUESTION 10

Once filled in, send this coupon to this address:

V-RALLY 2 PEUGEOT COMPETITION, 21 CASTLE STREET, CASTLEFIELD, MANCHESTER, M3 45W

■ QUESTION 6

■ OUESTION 7

RULES: The competition is open to all, but please bear in mind that the first prize is a car and PSM cino each promotes sub-17 year-olds getting behind the wheel, PSM or infogrames cannot be held responsible for entire lost in transit. Employees of Peugeot, Future Publishing or Infogrames are ineligible for entry. After the classing date, ten answers will be drawn at random from the entries received thus far These winners will be notified to phone and they will be entered into a V Raily 2 race off to be held in August 99 (exact date to be approximed. you are unable to attend, your place will be filled by another random choice. Entries should be made any form or a photocopy. Closing date for entires is 12 August. Winners will be contacted immediately after the closing date and the race-off will happen soon after Don't call us - we'll call you. All usual compension mass a



## 









### RETURN OF THE PAC

#### NAMCO'S '80S ICON IN ALIVE-AND-GOBBLING SHOCKER

ne of the biggest figures in videogames is to make a comback in an all-new 3D adventure. Pac-Man, the most famous yellow blob of pkets in the world, is to return in Pac-Man World 20th Anniversary. Shrugging off the shackles of 2D-ness 20th Anniversory combines three playing modes: Quest Mode, Maze Mode and Classic Mode - the first two being genulnely new Pac-Man games, while the last enables you play Pac-Man in classic form in classic form.

In Quest Mode the big P will have to explore six worlds and find keys to release so of his bezzy mates who've been imprisoned by his evil alter-ego, Toc-Man. In his mode Paccers can shoot, roll, burntump and swim his way across the three levels that make up each world. His quest will take him from a pirate world, where Pac





e'e bech – end he'e taking on piretee, ghests, end, ef couree, plenty ef mezee peched with little white pitl:

needs to free his dog Chomp-Chomp, into outer space where the Galaxians(!) are holding Professor Pac hostage and finally to Toc.-Man's evil abode where Ms Pac.-Man is being guarded by skeletons and glant bats. One of the levels even reveals the origin of all those little pills. The origin of Pac himself isn't as mysterfous – he was dreamt up by forhur lawtant after he took a

slice of pizza and was inspired by the shape that remained.

Lovers of mazeyness aren't likely to be disappointed as Maze Mode gives you the chance to chase the ghostly inky, Pinky, Blinky and Clyde around a 3D labyrinth. Classic Mode, meanwhile, is an acrade-perfect version of the original Pac-Man game, Expect him by Christmas.





ANDTHER ECLECTIC TRIUMVIRATE OF CLITTERING SAME SAUCERS TO ADD TO THE COLLECTION. FILE UNDER 'MUST HAVE'. IF YOU HAVEN'T ALREADY.

**RESIDENT EVIL 2** acoon City's overrun with zombification With more than a passing nod to classic thrillers like Assault On Precinct 13 and Dawn Of The Dead, Resi 2 supremely outdid its predecessor in terms of schlock value From the opening moments of the game the carefully worked-out plot dragged you screaming through the small hours. The suspense it built up was innately cinematic, and for most of us, it was the first time since Tom Baker played Dr Who that we were found cowering behind the sofa. Lightening the mood a little (thankfully) was a

rather tourbing

romantic tryst between the characters, although it was

less The Horse Whisperer and

more Scream, Key moment?

Stalking down a darkened

corridor in the police station

and suddenly finding yourself sucking face with a licker. Bit like most friday nights round here really.

Summary: Hammer horror in the house.
PSM Verdicts 9/10 (PSM31)

#### FIFA '98: ROAD TO WORLD CUP

hhh, 1998 and le grand tournoi for the cup of cups. How close we got and yet how very, very far. In the being the inspiration behind a gibbet swinging effigy in Essex, to one of the greatest players in Europe, FIFA '98 gave us the opportunity to recreate the path to the holy grail of hackeysack hoofers everywhere. Yes, it was flawed, although still years ahead of its previous incarnations. Even the eme fluidity of Mr Ginola's motion capture contribution couldn't hide the technical problems. But, having sald that, the gameplay was super sharp, with a very intuitive control system. You could pick it up and play a decent match with any of 192 national sides from around the

world. Which is, of course, exactly what you want from a football game.

Summary: The lads done good.

PSM Verdict: 8/10 (PSM28)

#### COMMAND AND CONOUER: REO ALERT

former vygostavá, it night be prudent not to bíg-up the glories of war, but as real-time strategy games go it doesn't get much better than #eA /Jerr. Huge missions, supremely detailed and capitvating cut scenes, large bo

One of the key features of Red Alext was that It really gave use sense that you were participating in a full-on assault. The plot dragged you in and key tyo up until flour of the internorming, still dribbling for more. Multiplayer action was, of course, the utilimate bonus and certainly putses this game into the big league. Summary 60 forth, and wage war.

PSM Verdict: 9/10 (PSM28)









Resident Evil 2 ( ), FIFA '88 ( ) and Commend and Conquer Red Alert ( ). All your under 528 each.



WORDS: MIKE GOLDSMITH PICTURES: MARTIN BURTON



RUBBER-LIMBED GO-GO DANCER FOR THE ONCOMING APOCALYPSE, BEZ CHILLS OUT WITH A SLICE OF COOL BOARDERS 3 AND AN AMUSING CHAPFALL LIM

You join PSM on the M57. Your correspondent and similarly soiled photographer are currently in pursuit of a Rover 416 GSi being driven the wrong side of gomph. The car bobs. The car weaves. The car has a 'Keep Your Distance' sign casually hanging off its rear window. PSM winces deep from within its sculpted leatherette seat, yet is secretly relishing the opportunity to play the bloke currently disappearing into the distance at the similarly lairy Ridge Rocer Type 4. That's if we ever catch up with him...

"You know that Chorlie And The Chocolate Factory?"

Huh?

"He warned about this type of thing 40 years ago. He did! This big bad general came along with all these board-games and tried to brainwash kids into being insensitive to murder and that. It were in the film! Don't you remember the big bad

general who takes over Willy Wonka's chocolate factory? The oil-making machines and all this secret stuff going on? Unless

it's another film I'm getting mixed up with...

Mark Berry is in the middle of a serious sociological treatise on PlayStation and its intoxicating effects on The Nation's Yoof. Bonkers behaviour given the escapades the Happy Mondays hoofer got up to under his nom de guerre of Bez. Surely for him to cast the innocent delights of PlayStation as the perverter of youth is hypocrisy of the highest order. Especially considering the Charlie And The Chocolate Factory Bez recalls is one PSM has never been privy to.

For those who've been living on Pluto for the last decade, the escapades PSM alludes to are the stuff of legend. Teaming up with loaf-haired surrealist Shaun Ryder, Happy Mondays defined the Madchester movement of the loosely-attired late '80s. Ground-breaking albums, dubious recreational pursuits, life-threatening car crashes... Pills 'N' Thrills And Bellvaches was the name of both an album and a lifestyle and it's one the Mondays are returning to now they've reformed. The Boys Are Back In Town ramraided the charts earlier this year and with a Greotest Hits compilation out now, the Mondays are back in all their frazzled glory. Nice work if you can get it, Mr Bez..

"It's alright! It has been really enjoyable. I've been able to put me house in order and I've been wanting to do that for years. We're off to Ibiza next for four days! We're only going 'cos it's Ibiza and that Manumission is a mad club. I can't wait..."

And after that? Shaun hinted recently that a new album could be on its way. "We haven't got a clue what's happening 'cos no one knows and no one's decided," reveals the skeletal one, slyly eyeing the PlayStation poking out of PSM's bag, "There could be. There's talk of it. The reality is that it's only talk though,"

With the future suitably hazy, PSM proffers an innocent question on the past exploits of the Mondays. The Bez smiles. He may have contributed strongly to sales of Jamaica's favourite herbal export, but his brain remains as wide as his pupils.

"It's all in the book! Whenever I get asked questions, I always say, "BUY THE BOOK! IT'S ONLY £9.99 FROM MACMILLANI READ ALL ABOUT [T!" Heh heh heh..."

With Bez keeping schtum about his previous escapades, we are forced to try and wile our way into his affections. Perhaps Sir would like a go on our PlayStation?

"The game I like the best at the moment is Colin McRae Rally," he declares, showing an unprofessed Inside knowledge of the Sony überbox. "I've got me steering wheels and pedals - I just want the driving seat now 'cos the pedals end up going everywhere when I'm braking! They ought to make a proper handbrake as well so you can hit it any time, i like all the driving games 'cos I like driving,"

"When I was a kid, the first game that was out was that table tennis thing, Pong. Then Space Invaders... I was 16 when that all started so I sort of missed all that arcade stuff, I was into football and air rifles and other mad things like that," Bez disappears into the distance, intent on extracting his steering wheel from the building site that is currently his home. He returns not only with a steering wheel but what can only be described as a sodding great snowboard.

"I've just been snowboarding in Andorra and bought a new snowboard," he beams. "I wouldn't mind having me photo done with that..."

Snowboarding? Bit too Newquay for us, mate.

"It's alright," enthuses Bez, gurning for PSM's lens-smith. "When I was there, all the nasty accidents only happened to the skiers. The snowboarders had the odd

broken collar bone, but that was it. I didn't get to the jumping

stage, I just ripped down the mountain ... " PSM sees its chance and swaps Tekken 3 for the Cool Boorders 3 it has wisely chosen to bring. A fine game that's enjoyed by all but a tad tricky to play when strapped to a plank. Time for something a bit closer to Bez's heart. "It's a bit dark, innit?"

With the lack of Colin McRae Rolly, PSM reaches into its pandorian games bag and emerges with the crash-happy thrillfest that is Rolly Cross 2. Bez remains unimpressed.

"It's not too good this one," he decides. "it's not as good as Colin McRoe. I'm trying to get the in-car view but I can't find it." Erm, 9B9 Studios have evidently forgotten to include that finest of all racing views and thus the pedals have to be retired. A shame, given the surprise that is Bez's proficiency at PlayStation. Where once were maracas, now are joypads... "Nuts (the Kermit-alike rapper who sings alongside Ryder in the Mondays) plays PlayStation a lot," reveals Bez, "He plays all of us. He grew up in that computer age so he's used to PlayStation and all that."

Jealous of missing out the first time round? "I'm reliving it all now, aren't I? Heh heh ... With a shrug and that omnipresent chuckle, Bez smiles the smile of a man who is having his cake and necking the lot. With tales of motocross and skateboarding and the prospect

of much sauciness at Ibiza's infamous Manumission club, surely there is something the man hasn't tried? Bust A Groove Is somewhat predictably slapped on, Bez remains seated instead of his customary muppet-on-tartrazine gait. It is deemed merely "OK" and brings up an obvious line of conversation. Could Bez imagine himself in one of these games - a secret character in Bust A Groove 2, say?

"If I could be in a PlayStation game, it'd be ace," he smiles, lobes racing at the prospect. "That'd be really funny. We could definitely do some music for a game. What would we do? We'd have to do something pretty wild for the PlayStation, wouldn't we? Do you get good dough off it?"

Ask Fatbov Slim. He should know...

"I bet he does!"

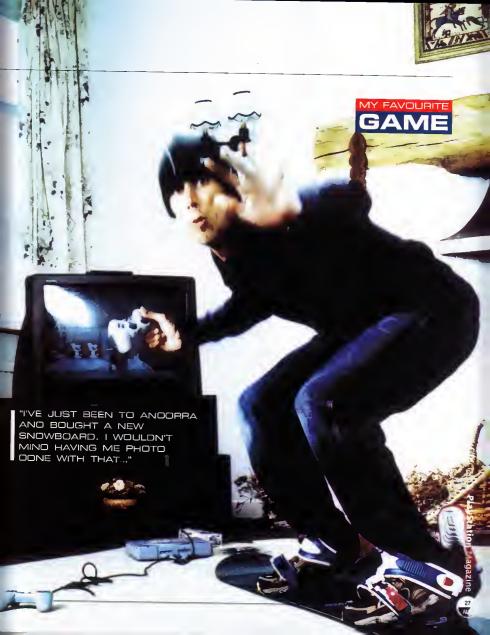
Enough. The day is drawing to a close, the steering wheel is packed away and PSM's games bag is liberally fleeced by a man who has seen it all, done it all and is currently preparing to do it all again because he understands it for what it is. "Yeah, I like rock 'n' roll, me! That's me, rock 'n' roll, you know what I mean? Give

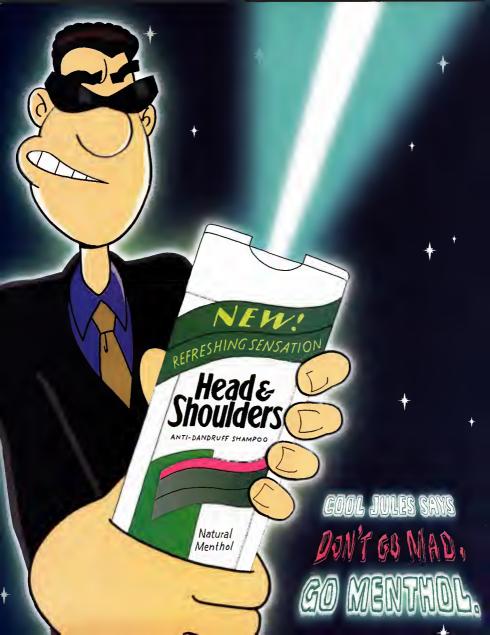
Wise words, Bez, wise words.





me rock 'n' roll!"





## PlayStation

### SO WHO THE HELL IS: HASBRO

YEAR FORMED: 1955 BASEO: Beverly, Massachusetts **NUMBER OF EMPLOYEES: 450** 

KEY PEOPLE: Tom Dusenberry - president, Tim Christian - managing director (international), John Hurlburt business general manager, lim Adams -- group head American sales, Tony Parks – group head R & D, Scott Dodkins - commercial HASBRO director (international), Dominic Myers - strategic marketing Interactive director (international), Gilman Louie - chief creative officer and Jim 8uchanan – business general manager. MicroProse and Atari.

THE PAST: Hasbro have always known how to get people playing. Remember Operation? Action Man? My Little Pony? These household names are just a tiny fraction of the more traditional toys and board games in their back catalogue and as of the last year or so, Hasbro is looking to utilise their expertise in the toy business to make inroads into the videogames industry.

Despite being a mere babe in software terms, after only four

years of publishing games Hasbro are already on their way becoming one of the top five multi-format publishers in the world. How

have they managed to achieve so much? Because like Mr Stay Puft, they've thrown their weight around...

Recent acquisitions of such established companies as Atari have secured Hasbro a back catalogue of some of the world's best-loved game titles. The first to be released on the PlayStation is Centipede, that retro trackbail

favourite, re-mastered with the full benefit of today's sophisticated technology (ie they've made It 3D...). October '98 was also a busy month, writing out hefty cheques to aquire such developers as Avalon Hill (creators of strategy, sim, adventure and RPGs) and the somewhat-bigger MicroProse.

MicroProse have a HUGE presence in the PC market, having released a successful range of strategy, sim and 3D action titles. Such award-winning franchises as Magic: The Gathering, Star Trek: Next Generation and MechWarrior will ensure Hasbro can move away from the restricting confines of retro-

gaming. Having taken these first tentative steps. Hasbro are looking to proceed in leaps and bounds into the competitive world of PlayStation gaming. One to watch...

THE FUTURE: As the fourth biggest publisher of PC

games, Hasbro is taking its move into PlayStation seriously, with a broad spectrum of games. Titles such as the bonkers 'glove sim' Glover are aimed at a younger audience, whereas PlayStation conversions of its flight sims and action titles will appeal to the older, more sophisticated, sector of the gaming world. At the moment though, Hasbro are concentrating on the younger end of the

market, repackaging such old 'classics' as Pang. Are Hasbro saving their barrage of MicroProse conversions for PlayStation 2 or can we hope to see these on the original console? The likes of Worms 2 and Action Man seems to say no but if their PC track record is anything to go by, keep 'em peeied...

#### PLAYSTATION PORTFOLIO



#### FROGGER

Stop, go, stop, go, splat! Who could ever have foreseen the hours of fun and froiles a gamer could have just crossing the road? Answers on a postcard 'cos we haven't a clue...

#### RISK

Risk successfully made the move from cardboard box to placey disc when it was released for the PlayStation in 1998. Beloved by strategy fans, reviled by others,





#### MONOPOLY

Another box-to-disc conversion but this one lost its appeal (eg stealing cash from the bank is impossible). Still at least you didn't lose the hat. Or the dog. Or the hotels or the ...

#### X-COM UFO ENEMY UNKNOWN

An atmospheric and gratifyingly complex game. The first in a muchloved series whose popularity extended across platforms.

#### CURRENTLY IN PRODUCTION





#### WORMS 2 ARMAGEODON

The sequel to the much-loved Worms. Expect heaps of sadistic annelidical fun, top new weapons and an, um, cast of thousands...

The return of the retro classic. Now sporting a 3D makeover. Pong is recommended for gaming neophytes taking their first paddle in the world of PlayStation.





#### ACTION MAN

The chapless chap comes to life in this toy/adventure game, which promises an, erm, action-packed combination of action, counteresplonage and grippable hands.



starbases against alien attack.





## **Maximum Rally**

Minimum Damage



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 Learn to drive rally-style, with full tuition from Colin McRae



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9/10 OFFICIAL PLAYSTATION MAGAZINE



"The greatest rally game of (WINNEP) all time"



PLAYSTATION





**DUAL SHOCK** 

PlayStation<sub>®</sub>



#### UNIVERSITY CHALLENGE

PSM INTERRUPTEO THE SUMMER BALL AT THE UNIVERSITY OF HERTFORDSHIRE TO PICK THE BRAINS OF 12 OF THEIR MOST ESTEEMED STUDENTS ON THE FINER POINTS OF ACTUA SOCCER 3. HMM...



Interesting fact: I'm excessively intelligent (and clueless).

Actua Soccer 3: Addictive, intoxicating.



IF: I've done the full monty!

Actua Soccer 3: Easy to use, good visual effects.



IF: I used to play rugby.

Actua Soccer 3: I reckon football is for wimps.



IF: I am distantly related to royalty.
Actua Soccer 3: Great football game, but I'm rubbish at it.



IF: I breed sea monkeys.

Actua Soccer 3: Fast, furious and feisty
(just like me).



IF: I like dressing up as a man.

Actua Soccer 3: Ladies don't play footbal!...



**IF: Sam:** I'm a cosmic girl. **Jules:** I have great girth. **Actua Soccer 3:** 9/10. Best **Actua** yet.



IF: I frequently strip.
Actua Soccer 3: Top Banana. Best soccer game I've played.



IF: I have bathed a legless man.

Actua Soccer 3: It's definitely the game of the season.



IF: I am a boxer, so don't mess.

Actua Soccer 3: It's even better than the FIFA series.



IF: I fly planes.

Actua Soccer 3: The graphics are wicked! They're very realistic.



IF: I strip for my flat mates.

Actua Soccer 3: I can do some pretty cool shots.





## Serves 1-4.

'Genius'

Official PlayStation Magazine.

'The best multi-player game money can buy'

Play commences June 18





## **PSM AWARDS '99**



ayStation Magazine



houtique

Tears of joy, howls of despair, bathtubs full of champers... It's that time of year again! Following on from last year's stupidly successful event, we're once again giving YOU the chance to vote for your favourite games in the Official UK PlayStation Magazine Awards 1999. Make games, break games and, most importantly, earn yourself a place at PSM's table at the most

prestigious videogames awards ceremony in the world...

t began small, but perfectly formed - and it's about to get bigger! Hosted by the saucy Jayne Middlemiss and staged at the Limelight Club, 199B's Official UK PlayStation Magazine Awards were a huge success. Readers voted Final Fantasy VII as Best PlayStation Game (Tomb Raider 2 and Tekken 2 took the other places on the podium) while the Awards Panel dished out such prizes as Best Sports Game (ISS Pro), Best Driving Game (TOCA) and Best Game Character (Lara Croft, of course!). Such a swelligent time was had by all that we've decided to do the thing again - but on a way bigger scale..

To be held on Thursday 12 August at The Sound Republic in Leicester Square, this year's Awards will be compered by the dazzling Denise Van Outen and sponsored by Electronics Boutique and Sony Computer Entertainment Europe, The Official UK PlayStation Magazine Awards 1999 will once again

be a mix of reader votes and industry recognition. The best games, genres, characters and music will be voted for by PSM's 500,000+ readers as well as in-store voting throughout July and August at the 1BS-strong Electronics Boutique chain. With last year's awards eliciting over 50,000 responses(I), the Awards represent the opinion of the whole of the gaming community and recognise the very best the PlayStation industry has to offer.

What does this mean to you? With prizes galore to be won, plenty! Not only could you be there yourself, you could also bag a £1000 worth of PlayStation goodies to boot! See over for the 200 games nominated for the Readers' Award for Best PlayStation Game, rules on how to vote and that full prize list. Updates on the voting will be published next issue, while the full run down of the awards will appear in the S0th Issue of PSM, out early September, Get voting!



Presented by the divine Jayne 'Nice Tiera' Middlemiss, 1999's Official UK PlayStation Magazine Awards was a dandy affoir with expensive glass PlayStations going to Core, Konsmi and Sony. Separ swanky!

Official UK **PlayStation** Magazine



#### CATEGORIES AND NOMINATIONS

**ELECTRONICS BOUTIQUE STORE MANAGER AWARD** (Voted for by store managers of Electronics Boutique)

#### REST CAME CHARACTER

Nominations: Lara Croft, Solid Snake, Yoshimitsu, Abe, Reiko Nagase, Crash Bandicoot, Croc

#### **BEST SPORTS GAME**

Nominations: NBA Live '99, ISS Pro '98, FIFA '99, Anna Kournikova's Smash Court Tennis, NFL Blitz

#### BEST REAT 'EM LIP

Nominations: Tekken 3, Street Fighter Alpha 3, Rival Schools

#### BEST DRIVING GAME

Nominations: V-Rally 2, Driver, Ridge Racer Type 4, Gran Turismo, Colin McRae Rally, TOCA 2

#### MOST INNOVATIVE GAME

Nominations: Music, Oddworld: Abe's Exoddus, Metal Gear Solid, Bust A Groove, GTA: London 1969, Ape Escape

#### BEST GAME DEVELOPER

Nominations: Core Design, Squaresoft, Namco, SCEE, Crystal Dynamics, Reflections, Naughty Dog, Konami

#### BEST GAME PUBLISHER

Nominations: SCEE, Eldos, Infogrames, Electronic Arts, Konami

#### BEST GAME GRAPHICS

Nominations: Metal Gear Solid, Tekken 3, Driver, V-Rally 2, Ridge Racer Type 4, Abe's Exoddus, Crash Bandicoot 3

#### MOST ADDICTIVE GAME

Nominations: Bust-A-Move 4, Anna Kournikova's Smash Court Tennis, Metal Gear Solid, Crash Bandicoot 3, Gran Turismo

(All voted for by the The Official UK PlayStation Magazine Awards Panel)

#### THE OFFICIAL UK PLAYSTATION MAGAZINE AWARDS 1999 READERS' AWARD FOR BEST PLAYSTATION GAME (WITH TWO RUNNERS-UP)

(Voted for by readers of The Official UK PlayStation Magazine)

#### REST IN-GAME MUSIC

Nominations: Music, FIFA '99, Rollcage, Ridge Racer Type 4, Bust A Groove, GTA: London 1969

(Voted for by; Brett Anderson (Suede), Feeder, Norman Cook (Fatboy Slim), Gaz and the lads from Supergrass and Damian Harris (Skint Records) - TBC)

#### HOW TO VOTE

Voting couldn't be easier! Just take a gander at the games listed in this feature, choose the best three titles, follow the steps below and the chance to wie BIG is but a vote away...

One way to vote is to dial the Official UK PlayStation Magazine Awards Hotline on 0901 3882240. Enter the three-digit code for your choice of Best PlayStation Game using the touchtone activated service, as instructed by the recorded message. The codes you need to enter for each game are next to the game in the nominations list (eg For Actua Golf, enter 001. For Actua Soccer, enter 002 etc)

#### RING NOW 0901 3882240

Note: Calls cost 25 perice at all times. Please obtain permission from the bill payer before calling. As we to enter The Official UK PlayStation Magazine Awards 1999 Prize Draw, you must fill in and send off the coupon in this magazine. Cut-off date for voting and prize draw entry is 04/08/99

Another way to vote is to fill in an entry form. Either visit your local Electronics Boutique and fill in a voting form there. (See the separate voting form at Electronics Boutique for full details, rules and regulations.) You will be required to fill in your name and address, which will automatically enter you Into The Official UK PlayStation Magazine Awards 1999 Prize Draw. Or turn to page 37 and fill in the entry form. Affix a stamp and send it (or a photocopy) to PSM Awards, 30 Monmouth Street, Bath BA1 28W to be entered into the draw,

Employees of The Future Network pic, Electronics Boutique and SCEE are not eligible to enter. Usual competition rules apply. Cut-off date for votino and prize draw entry is 04/08/99, tipdates will be published in PSM49. Winners will be contacted by PSM in early August and their names printed in PSM50, where the results of The Official UK PlayStation Magazine Awards 1999 will be announced.

#### THE PANEL

So just who will have the deciding vote on these most prestigious of awards? This little lot, that's who...

Mike Goldsmith (Editor, Official UK PlayStation Magazine)

Sean Atkins (Editor, PlayStation Power)

Will Groves (Editor, Essential PlayStation) Andy Dyer (Editor, PlayStation Max)

Juan Mootes (General manager of software development, SCEE)

Rossie Duegas (Editor, CTW)

Lise Morgan (Director of purchasing, Electronics Boutique)

Jeremy Smith (Managing director, Core Design)
Jamie Theekstoe (Popular Televisual Personality — TBC)

Aleks Krotoski, Claudia Trimde, Emily Newtoo Dunn (Presenters, Bitz)



#### THOSE GAMES TO VOTE FOR



Actua Golf001
Actua Soccer002
Actua 5occer 2003
Adidas Power Soccer004
Adidas Power
5occer Int005
Akuji The Heartless006
Alien Trilogy007
All 5tar Tennis008
Alone In The Dark009
Alundra010
Anna Kournikova's Smash
Court Tennis011
Ape Escape012
Apocalypse013
Armoured Core014
B-Movie015
Battle Arena Toshinden.016
Black Dawn017
BLAM! Machinehead 018
8last Radius019
Sloody Roar 2: 8ringer Of
The New Age020
Bloody Roar:
Hyper 8east Duel021
Bomberman022
Breath Of Fire III023
8rian Lara Cricket024
8roken 5word025
8roken 5ward II: The
Smoking Mirror026
Subble Sobble 2027
Suchido Slade 028

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	To the		2
8ust-A-Mo			
Carnage H			
Circuit Bre			
Civilization			

Colin McRae Rally ......036 Vengeance..

Command & Conquer	.030
Command & Conquer	Red
Alert: Retaliation	039
Constructor	
Cool Boarders 2	.041
Cool Boarders 3	.042
Crash Bandicoot	.043
Crash Bandicoot 2	.044
Crash Bandicoot 3,	.045
Croc (platinum)	046
Croc 2	.047
Darklight Conflict	.048
Dead Or Alive	.049
Deathtrap Dungeon	05€
Defcon 5	
Descent	.052
Destruction Derby 2	053
Die Hard Trilogy	054
Disruptor	.055
Doom	05€
Driver	.057
Duke Nukem	058
Duke Nukem:	
A Time To Kill	DEC

Duke Nukem	.058
Duke Nukem:	
A Time To Kill	.059
Dynasty Warriors	.060
Epidemic	.061
Everybody's Golf	.062
Exhumed	.063
Fade To Black	.064







FIFA '98:	
Road To World Cup	065
FIFA '99	066
Final Doom	067
Final Fantasy VII	.068
Fluid	
Formula 1	070
Formula 1 '97	.071
Forsaken	.072
Future Cop: LAPD	
G-Police	.074
Gex 3D:	
Enter the Gecko	075
Gex:	
Deep Cover Gecko	076
Goal Storm	077
Gran Turismo	.078
Grand Theft Auto	079
Grand Theft Auto:	
London 1969	.080
Gunship 2000	081
International	
Track & Field	082
i55 Deluxe	.083
ISS Pro	
ISS Pro '98	.085
Jersey Devil	.086
Jet Rider 2	087
Jumping Flash	830.
Jumping Flash 2	089
Kensel: Sacred Fist	090
King's Field	091
Knockout Kings '99	092
Kula World	
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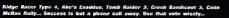
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# THE PRIZES

A glittering smorgasbord of prizes await you, our beloved reader, but for the price of, well, hardly anything. Either send off the coupon next to this list, or complete a voting form at your local Electronics Boutique with your name and address and you could win one of the following...

First Prize: An all expenses paid trip for two to The Official UK PlayStation Magazine Awards 1999. This includes accommodation at a top London hotel, all travel expenses, plus entry to the Awards (Includes two seats at the FSM table, a posh meal and possibly too many drinks for you both). On top of this, you win a grand's worth of shopping spree at your local Electronics Boutique. Bargain!

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# 

Flickering on a television screen in a Leeds office, a familiar foturistic type-face reads, "The return of the game that kick-started an era." WipEout's back, but can Psygnosis deliver the bomb three times in a row? Dan Mayers shoots up North to find out...

ace it, of all the titles that were released alongside the fledgling PlayStation, WipEout was the most beeathaking. Everything we wanted from a new breed of computer game was there—the fluthestst ships, the speed, the soundtrack... All of which, allied with a highly-effective strength of the console. 1995 saw WipEout pods in clubs, and constant cross cultural referencing made people who wouldn't have done otherwise go out and by a PlayStation. This made a huge contribution to the machine becoming the lifestive accessor that it is today. The rest, as they say its history.

Despite being flawed in many ways, not to mention exceptionally difficult it was the essence of WipEout, carefully crafted by Designers Republic, that made it so outstanding. Thus, clearly on to a good thing, Psygnosis, threw out



# FIRST LOOK WIPSOUT





(1 - 2) Amezing, isn't it? Fly through the air with the greetest of cese. Turn the sorner and it's BANG!... Straight into a force well. Contender climi

▶ a revamp a year later in the form of 2097. This time the most noticeable feature was the garish colour-scheme, perfectly in tune with the likes of the Prodigy, who cropped up once again on the soundtrack. Technically it was superior, more fluid with varied courses, but still demanding a high level of gameplaying ability to complete. The weapons system was cranked up, and the phrase 'contender eliminated' became a cat call across the nation. Now we're at the tail end of the millennium, four years since the first installment, and another sequel looms. Given that programmers can now do things with the PlayStation never before dreamt of, just what are Psygnosis going to do next? "Wip3out still has the feel of the original, but we've increased the number of features ten fold," says Alan Raistrick, head producer. "For example the tracks are made up of over 400 sections, which is much longer than 2097's ever were."

Ahhh, the great track debate. The original games were celebrated or in some corners cursed - for the complexity of their tracks. Can we expect more of the same? "Kind of," says lead artist Nicky Westcott. "We've tweaked the tracks, they're smoother and more fluid. We thought that was truer to the

Despite being flaged in many yous, not to mention exceptionally difficult to play, it was the essence of WipCout, carefully crafted by Designers Republic, that made it so outstanding

WipEout series and the whole anti-gravity experience. It means you don't slow down The actual process of working out the tracks was pretty involved. Originally they had 20 to choose from, and everyone just piled in with ideas, which were tested to death on the 2097 engine. "At the end of that process we made a democratic decision to knock 12 out, leaving us the final eight, which we're moulding into the new engine," reveals Nicky. Any chance of seeing the other 12 in some form or other? "Who knows? They might crop up as extras.

We've now got eight teams to look forward to, and Psygnosis have tried to even them out so there's more than just a couple of ships worth racing. "Wip3out's set 50 to 100 years in the future. Technology has improved and consequently the ships behave better. We didn't want everyone to only race the Feisar team or whatever, comments lead designer Wayne Imlach. That did seem to be a problem in the first



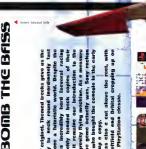


() - 2) Screens. That split in two. Again. Multipleyer madness is

couple of titles. It was as if the Al of the ships hadn't quite been thought out enough. "Sure," accedes lead programmer Nell Paterson. "We felt one of the blg problems was the fact that the other ships didn't behave as they would in a real-life race situation. They followed the best racing line as though It were a spline, and would just shoot off in front and wait for you to catch up. In this game we've managed to fit in a more realistic engine. in as much as we've factored in a margin of error. It'll roll into the corners, hit the walls and even slow down to take bends more realistically." Surely this is going

to help counter the accusations that the first game had too steep a fearning curve the first couple of tracks were easy then it suddenly got rock hard? "Yeah it should do," continued Nell, "We had a video sent to us by a bloke from America who'd played the game so much he was following the spline almost perfectly. That video was actually very useful to us because it showed us that a) it could be done and b) we could see the mistakes a very good human player made and apply them to the artificial intelligence of our machines."

Acel So can we have a go or what? At which point PSM swiftly finds itself







these cutesy, Tumegalchi-etyle imegus T-shirts wory soon. (2 - 4) All thu have used give the whele geme e much more soher, cerious feel. Let's fece it, who'd wunt to be lees thau soher flying round these treche et e dred milee an hour...

> these chaps seems to have spent a remarkable amount of time arguing the toss across a board room table to come up with the

best ideas they could The thing that's really going to set Win3out apart from the other games in the series is the Multi-Player Mode that Psygnosis have somehow managed to squeeze in. Not link up, but full twoplayer, on screen action. What's more it doesn't appear to slow the game down the pad and littl trigger a field through at all. To be best the Asymptotic which you and your team mates can fly splitflictull fitting to the two-flyner Mode. But it almost cripples any other craft.

All of the weapons add to the strategic to get it, in a fairle widescreen, so the aspect ratios are correct." Hun? "It means,"

ensconced in a leather swivel chair, being handed the controller, First pressions? It's still as twitchy as it over the part to the part, we chapk along the track, banging an the wills like pinball. Eventually we get back into it. The Brating Controller makes the steering more fluid, and we good in the part to the airtificate to inegotiate the turns, that shadedning the path splits in two. What the ...? Alan's grinning in the seat next to us, "Yeah, we've put a load of them in. It's

going to add much more strategy to the game. There'll be a couple of paths, one of which is a short cut, the other an attacking route. By flying down one you'll get all the weapons you need to fly an aggressive race. The other's just a simple speed through," Having handled that little surprise, the track feeds into a huge scale helterskelter. It's quite easy to negotiate, but the feeling as we fly down the concentric circles faster and faster is amazing. Definitely up there with the rush you got when you first flew over the huge jumps of the original game. Stomach churning. We can expect a huge explosion of weapons in this one too, including five of

the favourites from 2097, although they have been tweaked a little. Alan tells us,

The track feeds into a huge helterskelter. The feeling as we fly down the concentric circles is amazing. Definitely up there with the rush you got when you first flew over the

NIHSITE STOOL PlayStation. r along in t Firestarter

Just os

differentiated between attack and defence weapons. If you fly over an attack pad, you get an attack weapon and the same with a defence pad," Wayne chips in. "Another example is the hyper thrust. Hit a button and you'll expend some energy but get a little jump of acceleration forwards," Kind of like driving a car and kicking down a gear. One problem we identified with the other titles was the pit lanes," Nell picks up. Previously, when you hit the pits you quite noticeably lost time. Now you can fly through quickly to pick up a little bit of energy, or slow right down for a full charge." It's all in the amount of

thought that goes into the game, and

The multi-missile from 2097 has

changed in that each missile now targets

independently. So if you have three

opponents in front of you, they'll hit one

each. If you have one, all three will hit

the target." There are also seven new

weapons, like the force wall. Run over

element of the game, "For example, we've

vertically you get two perfectly square playing windows, as If it were two separate TVs." Obviously the various game modes all run along the same lines as other great racing games - your highspeed tournaments, full seasons across eight races, even a Death Match Mode for the ultra violent. Alan explains, "What we've tried to do is open up the scope of the game, making sure the depth compares well with other racing titles that are currently on the market."

Though the first game was graphically suspect, It's going to be difficult to level such an accusation at this one. "We've moved the graphics engine on a lot. The

huge jumps of the original... he continues, "that if the screen's split

# FIRST LOOK WIRBOUT







(1) Red 5, going in... This is trench warfare Wip3out style. (2) Target in sight, ibs away. (3) Multicoloured trails. (4) Another dami

only thing we've kept intact are the dynamics, in an attempt to maintain the antigravity feel and fluidity that made the original game so good," Nicky explains. They have, however, also included all the bells and whistles you'd expect, like multicoloured vapour trails, reflective surfaces and a dual angle Replay Mode. But the best bit is the fact that they've managed to keep the entire thing in high resolution. Practically what does this mean? "Full detail is maintained into the distance, so there's effectively no pop-up and crisper effects on the horizon. You need that for WipEout because of the speed you're racing at," says Alan. From the levels PSM saw, I looked like it was working very well, just a few small glitches that should be ironed out by the final version. Thanks to the joys of a bit of Sony kit called the Performance Analyzer they've managed to ascertain how close they are to perfect animation. "The Analyzer measures

the number and speed of polygons being drawn on screen within a set time frame," explains Neil. "When we tried it out on some of the more complete courses there was basically no pop-up. That means this game is running faster than any of our competitors,

Designers Republic have got involved once again and have tried to steer the visuals away from the bright colours of 2097 and towards a more stripped down look. "It's very minimalistic. That's the philosophy behind the design. Where we're

Insert callout here V

"We're working with Sasha at the moment. He's coming up with four or flue bespoke tracks, which is something he's not done before. It's working really well, more like a film soundtrack.

going with Designers Republic is very futuristic and slicks very streamlined," says Wayne, it does feel very dark to play - in terms of the mood it generates. Bare browns and grante greys replace the neon yellow and electric blues of the last title. If 2097 was the Produgy's The Fat of the Land, Wip3out Is Pre-Millennium Tension by Tricky

Of all the games to grace the little grey box, the WipEout series has offered up some of the most cutting edge music. The Prodigy, Future Sound of London Leftfield and The Chemical Brothers were all happy to stick their names on the original cover, Wip3out is no exception,

but it has taken a slightly different direction to its predecessors. "We wanted to get spreebody different this time. says. Alan, "We're working with Sasha at the moment. He's coming up with four or five bespoke tracks, which is something he has not done before. It's working really well, more like a film oundtrack, Fie's also going to be running a promotional tour to support the game when it comes out," The Wip3out Tour, eh? PSM hasn't been to an, erm, 'rave' for a while, and in the finger twiddling time between now and the release of Wip3out, it could well be worth the trip. After all, it is WinEout ...

Check C. 1948

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# **RESIDENT EVIL 3: NEMESIS**

There's a grave situation afoot in Racoon City. Again.

Mr Mikaml...

Shinji Mikami

■ Сотрану: Сарсот

Joh title: Producer ■ Gaming history: Resident Evil (i) was the director) and Resident

Evil 21 was the producer! Influences on this game: George Hamero and our previous efforts in this cenne

■ Your favourite sear years: The Legend of Zelde on SNES.

Style: Horror RPG Publisher: Eldos Developer: Capcom Release date: December For the second month running Shinji Mikami drools over his lovely games, giving us the low down on his latest addition to the world of Resident Evil, He's a busy man at the moment, so take it away

Can you describe Resi 3 in 100 words? Impossible. For a start it's too



big to get all the details down. The depth of the game is such that we can't even begin to sum it up. On top of that, of course, is the fact I don't want to spoil any of the fun for the players. I think it's better that they wait until the game actually hits the shelves.

Is there anything in the game that's totally new?

Quite a few things actually... For example we've incorporated a lot more player flexibility. You'll reach certain points and the conditions you're in at that time, like if you're cornered or whatever, will enable you to do



[1] Hot town, snmmer in the city. (2) This'll come in handy.

certain things to avoid the danger. In this instailment the zombies are a lot more agile. Whereas before you could dash up a flight of stairs to get out of their way, this time the creatures will follow you all the way up. We think this will make the game a lot more fastmoving. With this game we've also tried to make the playable characters that much more flexible. We're adding a new move whereby the player can spin round 180° at the drop of a hat. This is going to mean that you can attack a zombie, or conversely run away, that

much more quickly. Would we be right in thinking this

reach new heights of spine chilling suspense? A lot of the changes we're making in this game enhance the feeling that you're continually being hunted down. Or at least ensure you're always aware of an eerie sense that there are creatures prowling around in the dark, ready to viciously strike you down

episode's going to

Planning to balance the gore with a bit of romance? Claire's a very desirable lady vou know...

Well... I couldn't possibly tell you that. Some things should he kent private

at any moment.



OEVELOPERS GUIZZEO, BOFFINS QUESTIONEO, EGGHEADS INTERROGATEO... THE INSIDE DEAL ON THE GAMES YOU'LL BE BUYING IN SIX MONTHS TIME.

Are we going to get any leads as to what happened with the till and Onris stories? As it stands we're not going to follow what happens to Chris, the main character in this game is off from the tail end of Fosi a Whathar Chris turns up later is a different story...

Apparently the game's set 24hrs before and wher Resi 2. Can you tell us how than's going to work? If I tell you how the story's set wo, playing the game won't be as interesting as it should be. Honestly, I'm not trying to stand on anyone's lose, it's just that I really don't want to spoil any of the enjoyment.

We've heard talk of a character that goes by the name of Carlos. Can you tell us any more? Sure, there's a mysterious character called Carlos worked into the plot. Part of the game involves finding out all about him and hip past, so firm not really going to say too much beer. Suffice to say all is not what it seems...

Presumably there's another batch of zombies to take down, but can you tell us about any other monsters we'll be up against? Zombies are the very essence of the Resident Full series, Without them it wouldn't be the game it is, so yes expect to see legions of the undead shuffling round the city. We've designed a huge number of new zombles for this game, and kitted them out in a variety of outfits so there'll be plenty to feast

Can you tell us how big this game is compared to the

your eves on

previous installment? Resident Evil 2 was targeted at the mass market, so called 'light users'. We'd like to make Resident Evil 3 as enjoyable a game as possible to the core fans of the Resident Evil series.

How versatile are these characters going to be? Can they run, jump, and climb around their environment?

With Resi 3, there's a whole

there's a whole set of new ways of avoiding contact with the monsters you encounter.

We've also thought about how you actually tackle the zombies. One example we're working on at the moment is a rolling attack which you'll be able to use to parry any enemy strikes. That's looking very cool indeed.

Are you going to revamp the inventory system?

We haven't really thought about that section





11) Give me your purse, lady.
Zombic muggers from hell.
[22] Jill tries out a bil of
street walking. Boesn't go
down too well in the town of
the dead. (3) Apparently
zombics, like moths, are
fatally attracted to lamps.

moment. We'll probably have a look at it later on in the development though. How are you making sure

that the graphics remain top-notch? Pretty much the same way everyone else does. We've put together one of the best teams of graphic designers in the industry. The quality of the work they're doing at the moment

Any plans for a new engine? Now that's definitely something I can't comment on at this stage. The whole technical aspect of the game's out of bounds.

really is quite phenomenal.

How are you handling the camera angles? Are you aiming for something more cinematic? In many ways, yes. Basically, what you'll be seeing in Resi 3 will be as close as possible to the style of camera work you see on the silver screen.

What have you got planned for the cut scenes, huge FMV sequences in Technicolour? The FMVs in this game are really going to be something special. We are trying to concentrate on creating footage that impresses on the player the technical possibilities of FMV, as well as being extraordinarily cool and, of course, explaining the plot.

What aspect of the game are you most proud of?
Where do I start? OK, here's the top five best things about the game in no particular order...

1. You'll have complete freedom of movement throughout.

2. Some of the actions you'll be able to do are very cool.

3. You'll be able to branch off into multiple story lines so the replay value is kept high.
4. The FMVs are way COOL!
5. Zombies, zombies, zombies and more zombies.

Why should people choose Resi 3 over the competition?

There are a lot of spooky games around at the moment. But we can't stress this highly enough, Resi's isn't just about the chilling suspense and the mind-bending terror, although that's all there. It's very heavily focused on great gameplay. Which at the end of the day is what counts.

Tell us something top secret about *Resident Evil 3* that noone else knows.
We're keeping it all under wraps until you get to see the game. *ITa for that – Edi* 



# primaln



# **FOOTBALL MANAGER**

Every statto and his dog is going to want this. Probably.

## Simon Prytherch

Company: Codemasters

■ Jeb title: Producer

Job description: As producer 1 hors two main roles. I have to main roles. I have to manage a team of 20 people and deliver a quality product on time. I also make the final design decisions and control the overall look and field of the gome. Dray now, after 12 years experience in all areas of game development, do I feel qualified to do this lob.

- Saming bistory: Graham Good World Class Cricket, Street Fighter 2, Brian Lara Cricket, Peta Sampras Tennis '97.
- Influences on this game: The desire to see a decent football management game that actually works with a PlayStation joypad.
- Favourite games of all time?: Colin McRae Relly, WipCout 2097, ISS Pro '98.

Style: Footy management sim Publisher: Codemasters

Developer: In-house

Release date: August

Unsurprisingly, fans of the beautifut game get Immersed in management sims more than most. There's no doubt they're highly addictive, but what kind of deal can Mr Prytherch and his Codemasters squad serve up?

Can you describe Football Manager in soo words? When we originally designed this game we had a bunch of high ideals, or appeal to a typical PlayStation owner, not just your football fanatic. Done. To make it easy to use and accessible. Done. To create a real-match atmosphere in 3D and to enable players to make instant tactical changes and

substitutions, Done. To include a European transfer market with instant search, loaning and a youth squad. Done. Authentic stadiums for you to develop. Done. After-match TV show with results service, highlights and pundit's comments. Done. To provide an accurate and indepth database and statistics. Done. To provide employees to assist you. Done. To enable you to nutrure your team with the to nutrure your team with the right tactics and training. Done. To produce the best football management sim ever, Probably.

Any remarkable new gameplay elements in there that set Codemasters' Football Manager apart from other management titles around at the moment? The whole match can be viewed in 3D, so you can analyse your teams performance and make tactical changes and

substitutions at any time. There are a number of short-term challenges that give you the chance to manage a dub and work towards a specific objective. These vary from five weeks to four seasons in length. You also have the chance to watch the cup draws as they happen. Believe me, this has all the tension of the real thing. You can even recruit a variety of employees and assign them





(1) Referee Lastard readied himself for paother barrage of abase. [2] The great plate-glass footholl trophy.





(1) Besh in the glory of e treble-winning season. If you're shrowd onough that is. (2) Someone has just booted the hell in the not. How exciting. (3) Post-metch reflections from the TV pundits. Expect much lineer photoric

tasks to help you. These include an assistant manager, commercial manager, coaches, physiotherapists and scouts.

Can you detail the depth of the game, number of teams, players and the like? You can manage any one of the 92 clubs in the English professional leagues. It even contains data for the Vauxhall Conference clubs and other noneague clubs for the domestic cups. The game also involves 302 European dubs from 32 countries, 8000 players, 302 home, away and goalkeeper strips. There are over 300 unique, motioncaptured moves, made up of over 37,000 individual frames of animation. And each club has its own authentic stadium,

What is it that drags people back for just one more try? The realism. No other management game gives you the same sense of managing a real

same sense of managing a real football dub. The professional football managers who played the game said, "Football management silke juggling chaos. Football Manager recreates this and enables you to bring it under control."

What about the control method? It's been quite cumbersome in other football management games. From the start this game was designed for the PlayStation, It uses the shoulder buttons to navigate between screens. The icons along the top of the screen indicate the major areas of the game. The icons along the bottom indicate the current screen. There is no mouse pointer to drag around. You skip from one selectable icon or list to another at the touch of a button. For the first time it's gulcker and easier to use a PlayStation management game than a typical PC management game. And we've not had to compromise the depth of gameplay.

Tell us about the tactical side of the gameplay. How flexible is it going to be? You can select your basic formation and modify it, select defensive and attacking strategies and styles, give your players detailed instructions about shooting opportunities and select players for all your set pieces. All of this is reflected graphically on a blackboard with animated chalk diagrams. It reinforces to beginners and experts alike how their selected tactics will influence their selected tactics will influence their

team's performance.

Tell us about the match replays. How

are they going to work? After the match, as in reality, the manager (you) goes home and relaxes in front of the TV. Footboll One, our in-game TV show, features in-depth reports from all the matches that day, including highlights of your own game. We achieve this by storing the paths of the players and ball in the seconds leading up to any major incident. This allows us to recreate the highlights. The wise manager will watch these closely to help pinpoint his team's strengths and weaknesses, as well as those of the opposition.

How have you made sure the stats are as up to date as possible? Our team of researchers update our database on a daily basis. The League Managers Association also keep us informed of any transfers.

Can we measure the individuals performance during the game? Each player has a number of attributes, which are illustrated with bars or suitable graphics. This makes it possible to make easy comparisons between players on a TV screen from normal viewing distances. The player attributes include his age, position, playing side, current valuation, form, match rating, fitness, aggression, morale, goals scored and number of disciplinary points.

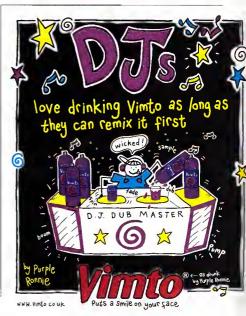
Have you included things like the Bosman ruling and EC employment law in the transfer dealings?

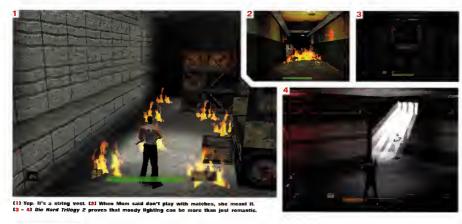
Yes. Any player 'out of contract' can be negotiated with directly, without having to pay his club any fee. You can search for players who are out of contract or even assign your assistant manager to look for suitable players.

Tell us something top secret about Codemasters' Football Manager that noone else knows?

The weather data in the game is real. We took weather readings every day for two years from every region and every major town across Britain and Europe.

We're not joking either...







# **Gary Sheinwald**

Job Title: Senior producer

Job Description: Hmm... I rsee the production and lupment of a range of development of a target of projects, including concept, design, scheduling, localising, and the tweaking and refining of the game before it's cent off for menufacturing.

■ Cauting History: Emlyn Hughes International Soccer, World Class Cricket, Loopz, Spider-mar. 3, Alian 3, Terminator 2, Simpsons Certaon Studio, Virtual Springfield, The X-Files game and Alien Resurrection.

Influences es this game The mens aim is to thrash the competition, including the first Die Hard Trilogy. I suppose other competitors are Syphon Filter, Time Crisis, and Auto Destruct, but none have the variety of multiple engines of Die Hard.

Your favourite ever yams? Anything on the NS4, Or Re

# **DIE HARD TRILOGY 2**

Move over Rab - the string vest prepares to take on a new image.

Style: Shoot 'em up Publisher: Fox Interactive

Developer: N-Space Release date: November

The second of the Die Hard Trilogies compares itself to the likes of Syphon Filter and Time Crisis. Gary Sheinwald explains why Fox Interactive are practically giving away three games for the price of just one - again.

For the uninitiated, tell us about Die Hard Triloav 2. Die Hard Trilogy 2 is, uncannily, the sequel to the best-selling Die Hard Triloay. The first trilogy was three separate games on one PlayStation disc. each installment being based on one of the three Die Hard movies. The first game was a thirdperson action/adventure, the second a first-person shoot 'em up, and the third was a driving game. Die Hard Trilogy 2's objective is to emulate the style

and main features of the first DHT, but to bring it up-to-date by using the latest technology. Since we've exhausted the movie plots, DHT2 also has an all new storyline, set in and around Las Vegas. This time we have integrated the games in what we call Movie Mode, so the player moves from game to game as the story advances. For those who only liked playing the shoot 'em up, or the driving game, we have an Arcade Mode.

Do you feel the public's desire to run around shooting Coke machines in a vest is strong enough to support this sequel?

No. The public bought millions of copies of the first DHT, and I think the compelling new game design is a strong enough reason to support this sequel. And anyway, this time John MrClane wears different clothing, including a tuxedo, a bio-suit, and, yes, a string yest.

How does Die Hord 2 compare to its predecessor and the rest of the competition?

The prime directive for DHT2 was that everything about the game had to be better than Die Hard Trilogy, DHT2 is a fourthgeneration PlayStation title the game engine is state-of-theart, with all the expected bells and whistles. We have hi-res models for everything, much bigger levels, lots of speech, many more animations and we support all the latest peripherals. We also have a



(1) You have him in your sites. (2) Sparks hegin to fly.





more structured game, with proper endof-level bosses (the first DHT just had regular enemies) and cool enemy Al. For instance, all the enemies patrol paths in the levels, looking around them to see if they see McClane. They'll also listen as well, so if you're on the other side of a wall and make a noise, they'll come in to investigate. There is much more of a stealth element than in the first game. Even the driving game has chase sections, as well as the traditional get-to-the-bomb missions, It's tricky to compare It to the competition, since the only competition out there is Die Hard Trilogy. No other game has so much in it - it's essentially three top-notch PlayStation games, and nobody else provides that. The nearest competition is Syphon Filter for the thirdperson engine, Time Crisis for the firstperson engine, and maybe Auto Destruct or some of Need For Speed 3 for the driving engine. But none are really in direct competition.

#### Just how violent is this game? What kind of baddies is the player up against?

That depends how you define violence, this is definitely an 18-rated game, just like the first Die Hard Trilogy, However, I don't think that violence is the key to either of the Die Hard games. You're supposed to take out the bad guys and you get penalised for hurting innocent bystanders.

The baddies in this game are a bunch of good-for-nothing terrorists, hell-bent on evil and destruction, and only John McClane can stop them. We have strong characters this time, with lots of dialogue.

#### What kind of weaponry can we look forward to?

All the weapons in the game are realword weapons. You have a default Berretta pistol, and can pick up a whole range of weapons including a shotgun, jackhammer, taser gun and a really cool flame-thrower. You can also collect and use three kinds of hand grenade. You also have some direct-contact combat. The flame-thrower is the coolest (rem, hottest) weapon because you can set the bad guys on fire and they run around on fire. Burn baby, burn.



#### Briefly describe the scenarios that the player will have to battle through

I don't want to go into too much detail as it will give the plot away. The game starts out in a newly-privatised Nevada prison. McClane has been invited there by Kenny Sinclair, an old friend, who has been appointed governor. It's one of those black-tie prison inauguration parties. Terrorists take over the prison and a riot ensues. McClane basically has to get out alive, and chase after the escaping enemies through the desert canyons. He then enters into a shoot-out in the desert. Other sections include driving around the streets of Vegas and the Hoover Dam, and battles inside a casino, and a secret military base.

# What sort of activity are we looking at on the peripheral front?

The perspectar from:
You name It, we support it (almost). Dual
Shock with vibration, PlayStation Mouse,
steering wheels, neGcon, regular light
guns and also G-Con 45 compatible guns
(recommended —the accuracy is better).

Two Player Mode? Split-screen? Link-up? Nope, *Die Hord* is all about a loner, a reluctant hero, John McClane.

## What's the best bit?

I particularly like the way that, in the thirdperson engine, McClane is very stealthy he gets up close to walls, with his gun down to one side, and peeks around comers, trying to avoid drawing the attention of the enemy. It really reminds me of the way that Bruce Willis portrayed the character in the first Die Had movle.

# And which bit are you most proud of, technically speaking?

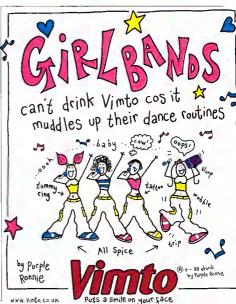
Something subtle really – the way that the light streams in through the bars on the windows of the prison.

# What games have the Die Hord team worked on before?

N-Space developed Duke Nukem: Time To Kill, and the forthcoming Danger Girl.

Tell us a secret you've never told anyone.
Can't. I'd never be allowed to do this kind of thing again...









Joh title: Senior producer

Joh description: Currently I am developments, one in the UK and two in the US. I am also responsible for overseeing new concept development (particularly games) and lisising with potential risselment

■ Saming bistory: I started out es a sanior interactive designer at a company in Brighton. I was lucky enough to get a break working on an adventure title called Drowned God. I then moved on to produce a number of multimedia titles before working as a level designer on Endgame. Soon after that, I mov to Lego Media es a produce

■ Influences on thin game: I love recing games, I spent a lot of time ying coin-ons, so I guess old nes like *Qut Aun* and *Pole* Position feature somewhere. I also ed a lot of GF, Wipeout and V-Relly. I can't ignore Diddy Kong. Recing and Mario Kert either.

Feroarita gene: I would have to say that the whole first-person, shooter type game features highly. game, I guess a would have to be against friends on a network





[1 - 2] Lago Racers teatures all the favourite Lego scenarios such as space and pirates, where the ships fire ennaoaballs at the enrs as they nr rouad the trach. [3 - 5] The plastic brich pheaomenea that is Lego goes virtual on the PlayStation.

# LEGO RACEI

Primary-coloured bricks with knobs on take to the race track.

Style: Racer

Publisher: Lego Media Intl

Developer: Lego Media Intl Release date; TBA

Whether your childhood memories are of hanging around the local telephone box or doing wheelles on your BMX, Tomas Gillo tells us how Lego can help recapture those lost years...

For the uninitiated, tell us all about Lego Racers? For the first time, car fanatics from the age of six upwards can race their own custom-designed Lego cars and mini-figures against famous Lego characters - including Rocket Racer, the alltime Lego racing world champion, Lego Rocers is a realtime racing game with thrilling multiple-view perspectives. After creating a driver and car in the

Lego garage, or selecting an existing design, children (and adults) take up their position on the racing grid. The players then 'push pedal to metal' and race against up to five challengers around a choice of 12 tracks, based on four of the most popular themes - Pirates, Castles, Space and Adventurers.

You generally cater for the younger market. How are you planning to broaden the appeal of this game?

It's true that Lego products are traditionally for children aged between two and 16. but we believe that Lego Racers has the depth of gameplay necessary to appeal to big kids too. The late '90s have seen a huge revival in all things retro, with everyone trying frantically to regain their

childhood, You only

have to look at the haircuts. As How do you think Lego Racers compares to the competition? part of this, we're increasingly seeing Lego bricks making their Technically, Lego Racers meets way into the hands of so-called or exceeds the build quality and grown-ups. Let's face it, Lego testing of any other racing game was cool. Lego is cool, Lego will on the market. We build our Lego world out of polygons for a



great visual effect and use AI to direct where the competitors' cars drive. Lego Pacers is great fun. It's not a sensible simulation of real driving - It's pure fantasy. If you liked Lego bricks as a child men you'll love Lego Racers, whether or not you're usually a fan of racing games.

#### In the game you are able to build your own car, any chance of running out of oners and twoers?

Annh... You mean one-stud and two-stud pricks (Yes, the Lego Group has it's own language for describing bricks too) here's no chance of running out. We have set a volume limit though, so no 300ftmide or 200ft-tall Lego cars. Sorry.

#### Any big smashes? Is your driver likely to lose his head? Literally.

The Lego system of play is based on imagination, creativity and development. while it is true that the vehicles in Lego Racers can be upgraded with power-ups that shoot projectiles at other vehicles, the effect of those weapons is handled in a very humourous and abstract fashion. A wehicle zapped with lightning will bounce off the track, while those struck with a cannonball will spin round frantically before they resume racing. The only way a

MARE LICENSI

driver will lose their head is if you decide to swap it in the edit screens.

Lego products seem to stand the test of time, do you think your games will too? Lego Racers features four themes, 12 tracks (that reverse later in the game), 14 characters and practically an infinite number of driver and car design combinations. All the tracks themselves have been designed with short cuts and interactive elements like pirate ships that fire cannonballs at the players.

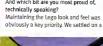
Any remarkable new gameplay elements? We think that Lego Racers is the most customisable racing game on the market today. You can build your driver and car from Lego bricks and the design you choose affects the way the car performs.

Two-Player Mode? Split-screen? Yes and yes. We provide a super Two-Player Mode for taking on your mate on any one of the tracks.

Are the players able to recreate their own vehicles and drives with Lego kits? We haven't invented any bricks, so players with an extensive Lego collection should be able to recreate their own cars to play with when away from their PlayStation.

What's the best bit of the game? Beating the Rocket Racer at the end.

And which bit are you most proud of.





than watch as the aegeler crontion o screen so you outstrip the Al-controlled computition.





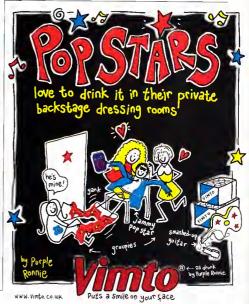
products. (2) "I'm the king of the eastle get down you dirty... Um, recor?"

backdrop that most suited the Lego cars, mixing physical Lego bricks with the imaginary universe that kids create around their play materials. Also, the game has been designed to cope with all the millions of possible designs players can come up with (with cars featuring thousands of polygons), while ensuring a fabulous frame rate.

Tell us a secret that you've never told anvone before.

As a student I had a job cleaning toilets at Gatwick Airport.







# **40 WINKS**

Duck deep under the duvet, 40 Winks is a-comin'...



(1) Expleding with magical power. (2) Haff cracked a gag. Tumhie wez'd, Ha. [3 - 51 Loviegly-constructed visaals abouted throughout the game. [8 - 7] A eight light's essectial to heep the bogeyman away.



Following our first peek at the cutest lil' adventure game to hit the PlayStation, we catch up with the boffins from GT Interactive to find out how work's going. Mr Johnson, spill your magic beans...

and we're considering giving one

of the characters a big club so

Environmental effects and nice

beautiful horizon in the Pirate's

Shipwreck City - are cool new

they can hit things harder.

graphical touches - like a

additions too.



Job title: Producer

- Company: GT Interactive
- Jak desception: Making sure our games are top notch, and fur to play. Spending hours with sign gurue, arty types and gramming geni iscussing exactly what happens when you hit those buttons. and picking out the diamonds so we can include tham in our current epic. Last but not least. taking sure the games are nished and released on time
- Gaming history: All sorts of games, old and new, Prince of Persia, Space Hulk, Populous I & II. Addiction Purball and a couple of cool F1 games
- Inflanacea on this game: The best games out there, from Crash through to Spyre.
- Favourite aver game: | should pick on something like Hobotron, Star Wars or Phoenix, but I'm a bit of a Tekken head really...

As you work through the game and discover different costumes you'll learn loads of attacks and unique skills that'll help you How's 40 Winks getting on now progress. There's one character then? What's new? who can spin around for ages Things are getting better all the knocking down everything in the time. We're putting new enemy way, while another can bounce Al in to make the characters enemies off the screen. stand out more, finishing off the puzzles throughout the game

How are the girl's and boy's areas delineated? Gender discrimination is most un-PC уоц клож...

How flexible are Ruff and

moves can we expect?

Tumble? What kind of special

Neither is weaker or stronger, they may have different weapons though. For example as a ninja, Tumble has a staff called a Bo, whereas Ruff has a

pair of swords. I've fought with a Bo, and you'd be surprised how much mayhem you can cause. There are going to be some areas that only Ruff or Tumble will be able to open up, so to complete the game vou'll have to learn to play as them both.

Can you tell us any more about the costume/character changes. You lump Into a new costume and pile around collecting time

extensions, which enable you to keep it. The costumes give vou a totally new set of skills which you'll need to conquer the game.

Have you started putting in any new enemies yet? There's a load of new henchmen In the castle area. These guys are really scary, the kind who would love to pop you in a rack and stretch you as far as you can go. We've also varied the enemies in there a bit. You

know, different hair styles and that kind of thing... Is it true that you still need a light on when you hit the sack?

I never turn the lights out anymore. There's too much weird stuff going on.





[1] Changa clothes oftee. A hit like Mr Bonn, (2) Narcissas gazed long lete the pend...







# long way, level 9 if you're lucky.

It's surprising how far so little money will take you. You could spend an evening driving the world's fastest cars. You could play football in the Cup Final. You could fight with superhuman beings. Or, if you really felt like it you could do all three because Blockbuster has a great selection of all the best new and classic games available to rent for just £2.00-£3.50 per night. Then again you could always spend your money on a big bag of penny sweets.



# ANALYSIS NAMCO STATION





THE FETID IMAGE OF ARCADES PAST IS REDUNDANT. ALL HAIL A NEW ERA IN DAY-GLO, CYBERTAINMENT AS STEPHEN PIERCE GOES

CHANGE CHUCKING DOWN AT NAMCO STATION...













racing the Thames offers a pleasing walk. Sauntering couples, hobbling old people, stone lobbing kids, avian twitter and the cooling caress of the May breeze. Unhurried mellowness incarnate. Stray from the undulating H2O, however, and this tranquillity risks compromise. Particularly if you are in sight of Westminster Bridge. Stroll by the National Film Theatre, potter past the London Aquarium, then hang a left. "OOOFF, OOOFF, OOOFF, WAHH, WAHH!!". Nouveau-electro-power-

pop ploughs down your auditory canal. What appear to be a thousand lightsabres stapled to the roof, blink enthusiastically. A confusion of screens, vast and small alike, portray garish, buoyant fantasies. Persons of every hue, gender, age and persuasion infest this ruckus,

vying for their opportunity. Their chance. Their position on the oche. While, above all this, a miscellary of voices bld with fervid determination for your attention. Calls whose origin is not human. A corrupted

tone. A perverted resonance. The cry of the computer This is Namco Station. 35,000 square feet of virtual pleasure. Over 200 videogames. Techno bowling. Pool. Bumper cars. Temple of the ephemeral. A little slice of Blackpool in central London - and perhaps even more? For the delights ensconced within this Gigerish leviathan could offer a glimpse of PlayStation future. The chance to mull over, assess and appraise those Namco games whose ultimate destination, like Tekken and Ridge before them, might be the PlayStation

- or, whisper it, PlayStation 2? PSM was obliged to investigate Reporters for the assignment - Stephen Pierce (PSM deputy editor) specialisations: lightgunning and bourbon; and Dan Mayers (PSM staff writer), specialisations: driving games and being tall. The occasion warranted warfare. Male vs male. Gauntlets thrown about like confetti. faces slapped and hairstyles mocked, it was time



The lowdown

Claudia, a Namco Station supervisor, keyed the first Choice - Tekken Tag Tournament - and booted up a rumpus of gratis credits. As the title alludes, it's Tekken, with a tag-team element. And it's likely to form, at least part of, the PlayStation's next Tekken release. Plerce-San starts well. His relentless technique of employing only obvious characters and merely orchestrating the simplest moves proves effective. While Dan's controversial pairing of Nina and Gun-Jack is ineffectual against Law's flapping límbs. However, due to a combination of fresh signings - Lei and Law - to the Mayers' squad, aching wrists and Pierce's predictably clumsy junges, the tide of battle soon turns. Dan steals victory 3:2. Pierce Is inconsolable.

The inherent irony of the place is glaringly apparent. While money is converted into fun, it is the smaller denominations which carry value, Notes curry no favour within the digital church. And as a consequence the swathes of personages are easy to categorise. The nonchaiant, uncommitted patron is light on their feet, Placated by a brief eyefull of someone else's polygonal palayer, personal investment is not a real option so it's off to peer over another shoulder Pockets heavy with change, the more sincere attendee is a more slothful specimen. Steadfastly gived to selected machines, currency is pumped in, stateof-the-art entertainment is pumped out It's a hit, A mind syringe laden with furious colour, violent oscillations and aggressive sonics. Cold turkey is not an option. Not until the guids dry up.

The dude-on-dude rumble moves to the slopes of Alpine Rece 2. Jointly undulating the PSM pelvis on plastic skis, the Pierce/Mayers dud draw glances of admiration (or is its sorrow?) from an assortment of passers by. One victory each and it's time to move on. "You are by far the inferior slopeman," Pierce mumbles, before disappearing for milkshake and Mariboros.

## HIGH BUFFOON

The modern video arcade has an unerring ability to make the mature look juvenile. Your average arcade gamer is no longer the grotesque, angry-skinned youth.



lete, and was in fact being fic ctronic parts. 777 corrently looks nck like *Tekken 3.* Indeed it has been d io ior some timo so *Tekken 3.*5. It docs 20 characters, made up of Takkon 2 and 3 ters. PSM spotted Ganryu and Bach from te seck *Tokken 3* stalmorts se Yoshimitee. Pich e conpie oi ers of the start, then fightmu on your corrent hiedgeoner is looking vitch (an extra fifth hutten) to bri or solection into pley. The exchange to te - one deches off, one dech to nnough to raise a smile. This muone ching chorecter mid combo. Even in mid-eir, con change characters to complete the ilinu. Bermy

PlayStation likelihood? 90%

777's graphics have been enhanced via a System 15 arcade board a Physiation-lived system - and we've circust had Takkor dense on Physiation - 2.55M anticipates more Takkor an the Physiation 1 and, with a "lighting gene" centirated by Nonce for Physiation 1 and, with a "lighting gene" centirated by Nonce for Physiation 2 the legand to

nue on and on and on.











lust in a mist of aftershave, hair a marry to enthusiastic use of hair gel. These days dalliancing for position around the banks of screens, you are as likely to did the archetypal ("Labvin Clean" estanding, chinoed and moneyed) escending with his young family, as you are adolescent, blemish-faced discurants, The arande recognises not, the sanorial, the generational or the majorials, and the sanorial of the properties of t

what the hell is wrong with that?

This is preposterous! Mayers mans

Fierce is once more proclaimed winner

Point Blank 2. The premise remains

as same second time round. A pair of
mund professors, G. Cons and a hotchpotch of shout-this, blast-that. Pierce is
dearly the Riggs, while Mayers is the
Mystaugh of the situation.

GP90 World Championship, a corothike racing sim, unfortunately has protected and confounded, Splayed atop desized motorised cycles, full body were the transport of the trakework required to navigate oneself round the rack. The journos, more used to the syncial demands of drinking coffee, fare addy. Mayers finishes in a magnificent 17th, while Pierce, the last man on the mack, grunts disapproval, before usaddling and repairing for tobacco has blike left puring in the rough.

The arcane pleasures of the fairground seem a world away from this futuroid pleasurescape. Yet poke about and ye shall find remnants of

entertainments past.

Camel Prize Racer, Key

Catcher, Drill-D-Matic,

Fancies activated by

Lonze, to win more

Lonze - truly the

Lonze - truly

Distractions harking back to the days when trying to lob a too narrow ring over a too wide cylinder to win a cardily asbestos novelty was the stuff of dreams. While Ramco Station offers these pleasures, PSM observed wery few takers, Well, none,

# THE GOOD, THE BAD AND THE UNFIT

Back on the grudge-match trail it's a comedy Interfude as the duelling duo take to the skies on *Prop Cycle*. Peddle the exercise-bike-style controller fouriously, while steering your on-screen

# TIME CRISIS 2

The lowdown





a eggreceive, sitre-violent micsion of destriction, dinte cimply, o pound invectment in this to enfficient to metamorphese the most difficient into o blood-fatishising, lenging, curvaring lathon of the most fatal blad os you make like n one for two man army through wrying scenarios. This time incorporating spend-host mandance and on offey populated by scampering basses and bonneing borrels.

PlayStation libelihood? 90%

While there are currently no PlayStation Time Crisis 2 murmurings, only a fool woold write off the pecalibility of this expect appearing. PlayStation 1 or 2 appears to be the only question remaining. Our guest Time Crisis 2 to each a beauty that only PlayStation 2 could be it justice. Justice. Cope. 00 VOU SEET.

# POINT BLANK 2

The lewdow





ore catori-suited, bottin protecting via the medium of a C-Con A5 and a standy arm. Same at the popular, but sic, target-shooting searcies; remain, while the includent of sheep shearing trials and bounding professore building targets above their valuereside bence: intraces the game with boutly newness. There are citil

boothy newness. There are ell the one bullet/one targe! oggrevations and the tedious belonce between actual plny and the in-hetmeony hits lecturing you on the next tack. But it's nitimately extremely divorting.

PlayStation likelihood? 100%

Check out the PrePloy in next month's *PSM*. Street dote? August 1999.

# PROP CYCLE

The lowdow



nemco

No main appeal of this incent poddling/fflying/collecting acrimmage to the method of centro-Perchael upon a hirjant yellow, static bicycle, il's your tash to navigate the on-screen birdioen. No too, it entires a cycle, hal with the inclusion of goe lings and dragne wrings. This, one is supposed to hollow, hope his choriet older so pedid like billy-a, bust those bondlener and endeaneer to coffect holloons for no other roason than they are there. Entertaining to waich, quite fun ta play too, once. For Frop Cycle to an exercise regime in itself. Smokere (or the fell chould etter well climr.

PleyStation likelihood? 25%

A game built around such a preposterous control device mther negates the home morket. Plugging an exercise bibe and your PlayStation and pumping possionately pest pat would be unlikely to cotch on.



zine (🖪

# ALYSIS NAMCO STATION

• fella into the path of halloons, Mayers' outsized limbs become a heated confusion. His great knees keep striking the handlebars. By contrast Pierce's lithe extremities pump effectively, his sky-cycle remains aloft long enough to snare all the level's balloons. Victory in the bag, he slides off the bike and adopts a wheezing embryo posture. Call an ambulance', he simpers, "I think I've ruptured myself."

On to the serious business of Tokyo Wars. It's tanks on tanks. Basically, you've got a tank, your mate's got a tank and you've both got a text and other tanks. Simply both about the clips shooting the other guy's tanks. That's It. Mayers seems naturally adept at this. Skidding about, appearing out of nowhere and popping innumerable caps in Pierce's steel ass. It soon becomes apparent that even with significantly more tanks than the game would allow him, Pierce is hopelessly outclassed. It's not that you're better than me... I'm just tired', he protests, to no-one in particular,

Time Crisis 2 heraids the conclusion of the due tournament. Mayers and Pierce are working together for the first time, but all is not well. Mayers fights, spins and generally prostrates himself in a clichede Pulp Fiction stylee. Pierce, conversely, is clearly fatigued. Holding his piece like its a dead mammal, his enthusiasm is fraved, his interest waning and his accuracy is shot.

After numerous continues, Pierce sheathes his steel and wanders from the artificial light into the sun's lambent swetter. While the digital flesh checks out when the coins dry up, flesh in the real realm continues. Pierce seems glad of this. Mayers is left celebrating his win alone. One man among a thousand.

The exchanges that take place in the arcade are glorious, yet transient. Dazzling but impermanent. Records of yesterday's conqueror are lost. Frased, with the flick of a power switch And it is down to the human, to carry the message. The arcade will regale, charm and delight, yet your importance is measured by the amount of change in your pocket, When that's gone, so is the arcade's hospitality. Control of the power o





SHEET



In the hitarity, Ealenced spon o moving solution, and the child electric eticles, but ightly, shimmying one's rectal ercas to look the control of the contro

#### PleyStation Ilhelihood? 199%

Previous skiing titles on the PlayStation here heen on a left of o downhill slope - but in a heil may. With Nonco's past track record for PlayStation, a conversion of Alpine Racer 2 could manned this state of affolia.



# TOKYO WARS

The lewdown



p to tour can experience this ermowred siteracism of any one time. Tonne of grown-up Big Tracks growd evound huit-up ersee leying most to the other toems end, by default, mest of the city too. The taken beniebe medically default of the simplicity. It was not taken the simplicity of the taken beniebe medically default of the simplicity. Let example, and you sate bettered to ready to heve a large consignment at metallic pain official to your flunks out rore end. Oh and don't be surprised if you consust into glowing shared or but nown others.

PlayStation likelihood? 55%

It could happen. Or of least semething rather like it. The current PloyStation mould have difficulty pushing oil those tambe round at once, but it would pose fem problems for the high space corrently being threaded into PlayStation 2. It is Nameo ofter ell...











A SNEAK PEEK AT THE GAMES ALMOST READY FOR THE SHELVES. IS IT LOOKING GOOD OR IS IT LOOKING TERRIBLE? *PSM* GIVES YOU THE LOWDOWN.



# **Prepare to have your TV screen soaked with buckets of rhesus negative,** or whatever zombies use for blood. Karma police? Arrest that man!

Y

ou'd be hard pushed to find anyone with a passing interest in videogames who isn't

clued up on the controversy surrounding Carmageddon. A few years ago it stirred moral outrage among Daily Mail readers across the country. People were regaled with tall tales of true to life car crashes, gore fuelled animation and riot-inducing violence. Now, the most infamous personality in the videogame world is about to hit the

YOU RACE THE CAR ROUND 30-ODD TRACKS IN A BID TO BECOME THE MASTER ANNIHILATOR... PlayStation. Stand up and be counted Mr Max Damage, lead character and all-round ugly mug...

Exactly what is there to look forward to? For starters we've got oodles of bloodthirsty characters modelled perniclously on the team who created the game – 25 in all. Each one of the lunatic loy riders has an individual motor and can affect your chances of success. Pick Max Damage's shiny red Eagle, possibly the easiest car to handle at this stage of development, and you'll soon be able to whip round the races and pull off stunts. But it's when you move on to the

heavier, dare we say more sluggish, cars that the difficulty level really shoots up.

While it's being billed as a racing game, it's not really. Not in the traditional sense anyway. Yes, you have to race the car round 30 odd tracks in a bild to become the master annihilator, but during the course of the race you also have to bowl over as many zombies as possible. These doleful creatures shuffle along like extras in a George Romero film, before exploding as they make contact with your bumper. Makes a hell of a mess. But it's not all fun and sames with





[1] Destructive derity on the horizon, A Mind cen't handle the pressure, surely? [2] Big Foot's elive end wet end reedy to rece. [2] Stunt mobile, eloy, [4] Don't get on the wrong side of the lew round here.



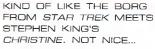
[1] Yes, that's blood. Most unsavoury. [2] Fowlor psyches himself up for u penalty. [3] Slide round the snow and loe, causing more mayhem than a Moscow rush hour. [3] Keith Flint auditions for The Italian Job. [5] Beware the caravan of love.

the undead. You're also out to savage amusing bovine types, who explode like a Goodyear blimp if you hit them hard enough.

The objective is simple enough. Complete all the tracks, as well as half a dozen missions that entail taking out all the zombies in a level within an allocated time, or destroying all the other cars in the arena – which is often exceptionally hard. Interestingly, the Al has been carefully structured to respond to the level of aggression you throw into the game. You can quite easily whip mund the tracks avoiding everything and not getting into much bother. But start barging into

your competitors and they'll turn on you en masse. Kind of like the Borg from Star Trek meets Stephen King's Christine, Not nice...

The handling at this stage is a little stiff and you can expect much pumping of the handbrake to negotiate the turns correctly. Correctly in this instance means carving a U-turn that takes out at least half a dozen zombies, for which you'll receive a bundle of crisp \$20 notes to keep your machine in tip-top working order. The more smashes you wet livolved.



in the more your car gets battered. But hitting a button repairs your motor instantaneously (at the cost of a few quid), and you can watch it inflating before your very eyes.

The game modes are flexible enough, with Death Match Mode (obviously) as well as Tag Mode and standard Racing among others. All of these are played over the various courses. A Two Player Mode is included so you can moe in some of your more bloodthirsty pals, stick a bit of Cannibal Corpse on and leather some zombies.

Of the problems we've identified, first and foremost is the graphics - the pop-up really needs to be cut right down, It's kind of hard to drive round at soomph if a solid wall suddenly appears right in front of you. Also the dull handling doesn't allow the quick sharp manoeuvrability that the gameplay demands. But these things have been taken into consideration and a team of programmers are frantically tugging at their beards in an effort to optimise the code. When it finally hits the shelves expect the usual controversy and more than a few gallons of blood.





#### O POINTS

- Varied tracks and characters.
   Wissions allow a break from foot
- Missions and a preak from lootto-the-floor packag.
   Loads of playing modes to keep up

#### POINTS

- Graphics need a fair bit of work.
   Pop-up's looking nasty.
- Handling of the cars is too rigid to get the most from the machines.

### O ABVANCE WARNING

While its reputation precedes it, Caratageation is in used of some close attention to detail to smooth out the graphics and improve the handling outere it's miseasted on the public. A pleasant (or unpleasant, depending on your point of view) internal realism sin.



# |**PRE**PLAY



**If you found** *Sezen* **somewhat gross,** or thought *The Shining* was a tad disturbing, now's the time to make yourself a nice cup of tea...



isn't scared to dish out the blood

and intestines where appropriate.

letting him rock enemies with a hail

of fireballs or take them apart with

The early levels PSM played

voodoo weaponry manufactured

atmosphere most sinister. In the

from dead men's bones.

were possessed with an

As the game progresses Leroi

acquires more magical powers,

hero with a mask (rather than just

a few pins) embedded in his chest

loving serial killers since Hannibal

Lecter had his last cell warming.

If you saw our Analysis in

PSM47 then you'll know that the

Shadowman is Mike Leroi, English

student turned voodoo warrior. His

murderous souls, escapees from

task is to track down five

and the worst bunch of Satan-

WE'RE TALKING RIVERS OF GORE AND THE WDAST BUNCH OF SATAN-LOVING SERIAL KILLERS EVER...

about peeking in deserted sheds. Leave the world of the living behind, however, and things get much worse. Explore Deadside Marrow Gates and you'll be obliged to blast the heads off zombies



[1] Gnzn upon the sconnry of Dendside. What a damp...

before meeting up with your top hat-wearing snake-bodied mate. Jaunty (look for the gate made out of ribs). In the Deadside Wasteland death gets no prettier - swim in lakes of blood, jump from platform to platform, mash giant leeches as they attempt to attach themselves

## IT'S A POTENT MIX OF THE EVERYDAY AND THE BIZARRE AS THE LIVESIDE AND DEADSIDE COLLIDE.

to your nethers, Unpleasant? Yes, but very entertaining.

What could set Shadowman apart from recent Satanic-odysseys Akuji and Soul Reaver, is the way that the comic-strip-inspired storyline encroaches on the action. After a pitched battle, dialogue screens will pop-up as you

## SHAMAN HAVEN

Unlike n lot of 3D naventures, whom the plot begins and ends with the rendered intro, ch level in Shudowman kicks off with a sequence of story screens. Daring the course the gama you'll tongue wag with warious voodon typas,







coden in ten ensy inssens: Just tsik nhant rocks, blood and chickens to strange ike-like charactere in black hats loitering in frant of hizarra bone structures.

converse with the monstrous characters, giving it an RPG feel. You'll need to search previously collected files for clues in your mission to root-out all 120 Dark Souls - a task that will take up some 70 hours of gameplay,

Although there's still a lot of work needed to bring the visuals up to Soul Reaver's high standards. Shadowman is already looking a potent mix of the everyday and the bizarre as the realms of Liveside and Deadside collide. Yet another example of uncompromisingly adult gaming. How pleasing, Pete Wilton



















# Srifty, real-world levels. Strong adult themes.

# O POINTS

## · Keep away from tots.

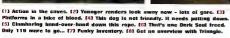
## · Might be low on puzzleage.

## O ADVANCE WARNING

At this early stage of development, say is looking very pron indeed. While the graphics still need some tweaking, they could potentially pash the PlayStation further than any 38 adventurer yet, it's the blurring of Hell on earth and the Devil's own backyard that makes altackwaraw one of the most intriguing horror games to scrape its metal imper-thimbles down the great wall of PlayStation.









# **PREPLAY**

■ PUBLISHER:

Cyro Interactive

■ ORIGIN: ■ STYLE:

3D ghost-hunting

France

■ RELEASE OATE

July/August

t ■ PLAYERS

PLAYERS: One



"There's something strange/In the neighbourhood/Who ya gonna call?" A mystical monk by the name of Ekna, actually...

hile many publishers appear to be perfectly happy to spew out a seemingly endless

supply of generic games, Cryo Interactive eschew such tactics in favour of producing titles that are quirky, original and, quite frankly, downright unfashionable. Guardian Of Darkness is a perfect example of this agenda.

The game plays host to a whole array of spiritual shenanigans and ghostly goingson and you've been hired by an organisation known simply as, wit. The Organisation to sort them out. You play the role of a Guardian – a hard-arse nononsense monk who is able to conjure up a variety of impressive spells: throwing energy balls at

foes, going in to deep shamanic trances, and the like. The 3D levels of Guardian Of

Darkness consist of mazes of moms through which you must trundle in a quest for objects and clues that will help you eliminate the "creatures from the beyond" which populate the game. Your first task involves having to restore spiritual tranquillity to a museum in which the artefacts are floating around the rooms while brodes of mutant tendfils sprout out of the walls (they look rather like overgrown courgettes). Other settings include a distillery and a mansion. Which sounds all right to us...

Although the screenshots may suggest that this is a *Tomb Raider*style action-adventure, it's much





(1) Getting your orders (2) Nice weltpaper,

doser to the 8-bit games you may have played over a decade ago where you would prowl round a haunted house and place a particular object in a certain area in order to open up the next part of the game. While this doesn't lend itself to high speed, finger blistering antics, the game's pace is still decidedly casual. At present, this isn't helped by the lengity load times for each new room.

There's still plenty of tweaking to be done, including adjusting the camera and amending the spells and character motion to look better. Elements of the gameplay are also going to be looked at – at the moment it's all rather plodding.

The game could also run into problems because of the limited size and number of levels (of which there are, currently, only ten). But for gamers who prefer to take less of a gung-ho attitude and more of a thoughtful and methodical approach, Guardian Of Darkness could yet prove to be an unlikely and indeed unholy favourite.

Oliver Hurley



#### O POINTS

- Definitely original.
- The full panoply of spells
   Sopolity atmospheric.

## O POINTS

- Levels way too small.Slow gameplay.
- O ADVANCE WARNING

Geordian of Barkness is a strangubest — a Bastback to an otherwise forgotten age where collecting class and salving mysteries is more important than pace or presentation. It's still in need of a lot of work but the end resolt could be a refreshing change from the more...





of funky spells at his disposal.

2 - 31 Interacting with other
characters is the best way of
obtaining clues and hints.





# **PRE**PLAY



**Bright lights, oil paint, fancy dress, evil baddles...** Panto season already? Nope, it's just a slice of *WWF Attitude...* 





rags to riches tale for the wrestler THE LDCK AND CDUNTER of your choice. You take him from from the humble House Events,

It's hardcore, Grrrr... It has a vast array of tight-fit challenges, including King Of The Ring, Tag Team and Survivor Series, which you'll be able to tweak to your specific bent through oodles of rules and ring set-ups. You can also construct your own pay-per-view event to indulge those Rupert Murdoch fantasies. In true WWF style you'll get to choose the match-up, go crazy with the drapes and make bold statements with colour for your TV extravaganza.

There's a Career Mode as well, which enables you to formulate a

never-will bes, all the way to the bright lights of well-oiled title bouts. The usual Create-Your-Own-Misfit Option turns up again with an embarrassment of detailed variations. But in what looks like an improvement on Acclaim's previous WWF sim, Warzone, you can make your own selection from any of the 400 tendon-tearing moves for your monster to use. Lack of options, though, has never been a problem with

where he's been fighting various

grappling games - it was the actual gameplay which was usually frustrating and cumbersome, There was nothing to lure fight fans from the delights of Tekken and Street Fighter. WWF Attitude, while never attempting to be a pure beat 'em up, has at least attempted to make the fighting enjoyable, All the moves seem easy to pull off and satisfyingly brutal. While smashing a telly on your opponent's head isn't as tricky as a Lei Wulong tenhit combo, it sure is a lot more fun.

In Attitude all the fighters are motion captured and will hopefully look photo realistic. Whether this this will compromise the fluidity of the movement as the polygon

## LDCK LEAD TD A SWEATY LAMBADA DF THE HIGHEST RUALITY.

grunts slip and slide out of each other's grasp, remains to be seen as at the moment it's still quite sługgish. Compared to Warzone's bouts which could be won with a single special move, there is a fair amount of technique and tactics needed in Attitude. The lock and counter lock lead to a sweaty lambada of the highest quality. Sadly Attitude has lost its up todate feel, despite including all the top pros, due to the recent and tragic death of Owen Hart.

This is the last WWF offering you will see from Acclaim as they have lost the license to THQ. The good news though, is that they look to have saved the best for last. Attitude should have all that wrestling fans could ever want. For non-believers, perhaps it's time to give wrestling a break, Wrestling is entertainment, and we defy anyone not to find the sight of a group of mullet-haired Neanderthals dressed with no self respect, bouncing each other off ropes, amusing

David Harrison



## O POINTS

- · includes all the top names. Looks deeply detailed.
   Could be the next step on for
- PlayStation wrestlers. · All a fan shoold healthily ward.

#### O POINTS

• If you don't like wrestling, err... You may look elsewhere

## · No massive surprises, so far. A ADVANCE WARNING

For the converted, this could be the ite in Lycra-clad action and will topefully prove its pedigree with meteoric sales on its release. For the many doubters it is pertises time ave n wresting a bit of a break. So fingers expossed for WWF Attitude





(1 - 2) Frenh and nnique! It's dressing up time as yo strip your finely tuned athlete of his clothes and dignity.

# |**Pre**play

■ PUBLISHER: SCEE ■ ORIGIN-UΚ DEVELOPER. Psygnosis ■ STYLE: Adventure/platformer

■ RELEASE OATE August - ■ PLAYERS



# Another predatory canine mammal undergoes polygonal translation. But will the rest of the digital forest take a fox named Kingsley seriously?



inaslev has been knocking around for an age. The upheaval at Psygnosis left numerous titles in limbo, but with the game now in the final throes of development, Sony have taken on the publishing mantle, Psygnosis' recent record at producing this type of platform/adventure fare is not especially promising. Remember the

niggardly than the aforementioned Rascal, He's a fox. And he's got a stupid name. The premise reads thus. An evil rodent wizard Bad Custard (no, really) has half-inched





(1) Hold your shield up to defend, then attach with yeer dagger. [2] Hey, It rains in videogames too, y'hnow. (3) The scariest pub ever.





[1] Win friends. Influence them [2] Here's per triend, the fox.

the Queen of the Fruit Kingdom's magic book and is hell bent on casting spells on the kingdom's True Knights in order to turn them into Dark Knights. Orphaned fox cub Kingsley (sob) wants to become a True Knight. To become one, he must bring Custard to book What follows is an adventuresome platform romp through the various themed villages in the Fruit Kingdom.

While the action most closely resembles that of Crash, Croc, Spyro et al, it's all played out at a slightly more pedestrian pace. That's not to say it's slow, just less frantic. Controlling the fox is not easy, however, You have to constantly steer the Analog Joystick (or D-pad) towards the direction you want Kingsley to move in and it's far too fiddly for comfort, particularly when you're cornered by a sword wielding baddle. Often, if you don't get the swine with a decent jab of the dagger, you're left



The introduction leads you to meet the main protagonists before you get to learn how to use the weapons you will eventually garner. You're also instructed on how to defend attacks. It's visually resplendent, with superbly realised, themed environments. Whether you're sneaking through the jungle, or cavorting around a piratical island, there's an atmospheric feel,

Not that it's a walk in the park, There's an infuriating point early on in the game when you're crushed by rolling barrels and because the controls are fiddly, it's not easy. Nevertheless, Kingsley himself is a charismatic, likeable fellow and his is an adventure that will find favour with many

Steve Bradley



## O POINTS

#### POINTS

Mandenina controls.

Dashed awkward at times.
 Not as impenious as Ape Escape.

#### **O** ADVANCE WARNING

Kingsley, sh? He's kinds cute. Is it a platform game or is it an action adventure, though? Bruth is, it's neither; yet once you've gaided about for a half an hour, you get sucked in to the thing. fitter's got the turning circle at an 18 wheeler which is terribly trustrating, but there's enough in here In warrant the description 'nevenision'



ABOUT TO BECOME
THE BENCHMARK BY
WHICH OTHER RACERS
ARE JUDGED"



UК



They score stunnahs, bathe in champagne Jacuzzis and get 'za' or 'o' added to their surnames. Sometimes they even play ball...



A's football games have always focused on the skill of individual players and the rookie FA Premier League Stars extends this idea in to a team agenda. The idea is that, through playing well, your team's footballers earn stars that can be traded in for better abilities or the chance to buy in fresh talent from other clubs. Each player is described in terms of ten attributes - control,







differentiate the game from FIFA. The inclusion of Sprint and Skill



I 11 Goal celebrations will be antheatically Pres 12) A rocket. [3] Bon't pans, just dribble! [4] Cheeky honf. 15) Get the right angle to bag a goal. [6) Fetch the sponge

Mode ensures that every match is the story of strident runs and cheeky speed turns - individual moments of genius that can turn a game - rather than carefully builtup play. Keep L2 or R2 depressed and you can perform FIFA-esque flick-overs, drags and turns to fool your marker if timed correctly. Then





113 That net is very close to barsting. 123 Do you really need to impreve Michael Dwen'n mats? Dh, go on then.





[1] Zoom in for the replay. (2 - 3) Use the stars you cam to prove your teem.



it's a case of muscling your way into the box, getting an angle and powering up your shot early enough to slot one past the keeper. Once again, though, the ability stars make a difference. A white energy bar displays the shot power of your player, with the red danger area showing when you're going beyond their current skill level and risking facing a terraceful of ridicule.

It's early days as yet, but there are a couple of things PSM has marked up on its chalkboard as requiring attention. In its present form FA Premier STARS is far too easy (we notched up a 6:1 victory over Man Utd and didn't drop a point) and, rather like World Cup '08. judicious use of sprint, the analogue pad and diagonals will net you goal after goal. This is something EA are working on but it's a worry that those fresh from FIFA '99, picking up a game with essentially the same controls, will find the one-player a walk-over. What with all the emphasis on individual skill the passing does seem to suffer somewhat and it's much harder than it should be to set up opportunities for your team-mates. Despite these concerns, however, with the power of the Premier League license behind it, a decidedly arcade feel and super fast, super-smooth graphics it's hard to see how EA's fledgling star turn can fail.



- · You can improve your player's skills.
- You can play as a Premiership team.
   Lots of moves, lots of potions.

## O POINTS

- · One player could be too easy. · Passing needs work.
- . Not yet en slick as FIFA '89.

## O ADVANCE WARNING

It's EA's Intention to kick off a whole series of Promier-centric faathait pumes with FA Promier STARS, which orii run alongside *FIFA* with its international mandate. The question is, can the STARS team make their game safficiently different to FIFA to make ines who fork out for both games feel they've had their moneys worth? Expect the rigners of a Playlest to extract the answer very soon.



Check out your league placing. You'll went to be doing wall in the Europeen leegue too, yeu know "FLAWLESS BREATHTAKING RIVETING UNEQUALLED IF YOU'VE JUST BOUGHT A PLAYSTATION. BUY THIS IF YOU LOVE RALLY BUY THIS IF YOU ... OH, JUST BUY THIS."





STAGES AMONG TO DIFFERENT





DEFERENT GAME MODE













# Evel Knievel got his stage name while doing a stint for bank robbery. If only he'd chosen a Honda as his getaway bike...

ike racing is the PlayStation equivalent of virgin rainforest. While other genres have had their slopes stripped bare by gangs of quality games the territory of two-wheelers has remained largely unmolested, but for a couple of shabby motocross offerings. Castrol Honda SuperBike Racing, then, is the first serious bike racer to try and lean its way into our affections. Leaning is, quite definitely, what

a motorbike game should be all about, Forget the ridiculous aerobatics of the motocross set,

what you want is knee-almost-on-Tarmac action, rugged kerbs cut at 150° at 150mph. Played with an Analog Controller, the response of your on-screen bike to a yank on the left stick is lively without being follows, friction burns beckon - in this respect it's pretty much what Barry Sheene ordered. In Rookie field shouldn't be a problem. But raise the difficulty level to Amateur and put damage on and you'll be skidding off, knackering your bike

over wild. Your rider leans, the bike Mode carving your way through the













11) In the replay watch the pack leave you behind. (2) A passable split-screen option. (3) The fun bit. Leaning into a corner. (4) Cockpit. (5) Pay attention to the yellow arrow. (6) Gloomy.

■ PUBLISHER: THQ International ■ ORIGIN: UK
■ DEVELOPER: Interactive ■ STYLE: Motorbike racer
■ RELEASE DATE: August ■ PLAYERS. One to two



(1) Faults will start in pop-up in the split-screau, (2) How fast? Read the speedo, (3) See that helmut hob around in front of ynu, (4) Sexy replay, (5) Advert. (6) Whure's mn night-wision spees?

challenge for the optimist keen to

position. You've also got real Honda

argy bargy their way into primo

bikes in there as a result of the

official licence. With 14 circuits to

diverse skidding scenarios presents

itself too. Some are representations

of purpose built circuits, while other

tussles betwixt leather 'n' rubber

locate themselves on normal city

streets, helpfully pre-cleared of

SECT-220

race on, potential for seriously

and folling around in last place in next to no time. We're hardly talking a Formula z-level simulation here but, if you want to win the championship, Honda SuperBike is going to make you work for it.

1 7079

How about some stats? Up to 23 Al rival riders can compete against you in any one race – which obviously represents a serious RACERS INCLUDE THE CHANCE TO RACE THE MOTEGI TEST CIRCUIT.

racers include the chance to race the Motegi test circuit.

However, "It's not exactly Gran Turismo on two wheels, is it?" might be an innocent bystander's comment on the preview version, It may look passable while the bikes are stationary, but once in motion Honda SuperBike gets ugly. The main problem is the sluggish frame rate. Scenery parades jerkily into the foreground and struggles round the tight bends, while the bikes lose their shadows when travelling under bridges. At the moment Honda SuperBikes is graphically disappointing and this severely detracts from any high-speed thrills.

But where exactly do you go if you want two-wheeled action? The ridiculously airborne Mota Racer 2? The rough as Geri Halliwell Road Rash 30? We can only hope that Honda SuperBikes manages to offer a respectable alternative.

Pete Wilton



### O POINTS

- Up to 23 rival riders.
  Real Honda biloss.
- 14 circuits to pace on.

### O POINTS

- Visually highly suspect.
- Spiil-screen suffers.
  Doesn't feel that fast.

### O ADVANCE WARNING

While it havides marginally better than other histe dies, we still have severe reservations about this game — malerly because the symples card fees up with the action, facility games are all about appeal, if the serven appeter remains as investigation and a server on them your may as well to Helling at Verspir could be track at 15mph, rather than a florida RCS-63 ever etc. BCS-63 ever etc. BCS-63 ever etc. BCS-63 ever etc.

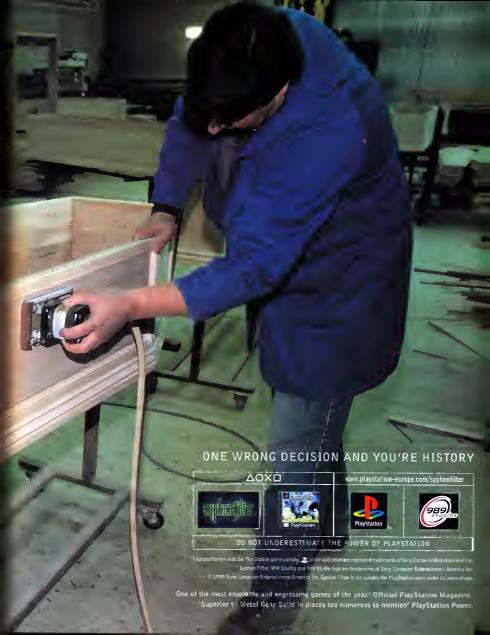




(1) Wait for the lights... Peg it! (2) Good job this is the replay, can't see the hally read. (3) Check your sectors, (4) This is the view from the stands. (5) Bu sure to change jute first.

73 AUG





FIRST LOOK SOUTH PARK

# SOUTH

Don't believe the hype? You're not alone. With the, erm, questionable artistic validity of the current torrent of merchandise, *PSM* talked to the bods behind the game to find out just what's *really* driving the trio of *South Park* games headed for the PlayStation. Cash for questions: Dan Mayers.





enny's dead. Not from a plaque of rats or being landed on by aliens or even being cursed by Satan. He's dead because the not even the most water-proof of anoraks could save him from drowning

- in a sea of merchandlsing. South Park used to be the coolest cartoon this side of King Of The Hill, Quotes were quoted, videos were swapped and clips were downloaded from

a zillion Net sites and played relentlessly. It was a genuine cult. Now? Now it has gone from underground to overground and where was once a cult, now lies a bloated cash cow that has been reduced to a shop window crammed with key rings, stickers, cuddly toys, coffee mugs, tollet roll covers, baseball caps, T-shirts and anything else you could stick the legend, "Omigod, they killed Kenny!" on.

Harsh? Quite possibly. The Net is still plagued with countless Cartman sites and kids still scream "BITCHI" at other kids but it's more than accurate to say that South Park is trundling merrily on its way past its sell-by date, overtaking The Simpsons and all other merchandise

cursed shows, And PSM7 PSM currently straddles the fence of contemporary comedy. On the one hand, some staffers think it's a bit of a giggle. Not as clever as The Simpsons of course, but harmless fun In an inane kind of way. On the other hand, some of us figure if you want to hear kids swear you've only got to

Wander down the streets of any town on a Saturday afternoon. Some would even argue that the idea of humour derived from children's misunderstanding of adult language is in the same comedy league as watching babies disable themselves on

> the pre-millennial version of "I'm-withstoopid" Tishirts? if this merchandising keeps on, who the hell cares...

Back in PlayStation land, Acclaim are due to release a trilogy of games based on South Park - South Park, Chef's Luv Shack and South Park Rally. So ace

new games

worth your £40 (make that £120)? Or just another bit of merchandise to add to the pile? Just another thing to leave out for the bin

men to take away?

had some great ideas..."

Let's start with an easy one. Who came up with the idea for a trilogy of South Park games? Acclaim, Comedy Central or (whisper it) Parker and Stone themselves?

"Well," begins Darrin Stubbington, executive vice president at Acclaim. "It was very much a collaborative project between great thinking minds. Which sounds very cheesy poof-like, but was fairly beneficial to the projects. The Comedy Central guys and Matt and Trey

What do you you make of the media onslaught South Park has generated? Are the games just part of this?

"Right now? I'm feeling pretty good about It," says Stubblington, "Cartman brings a special stink of fresh air to the world, which must be a good thing."

But how much influence have the creators of South Park, Trey Parker and Matt Stone, actually had on the games? Is it just a simple licence?

"They've had a huge Input right through the process. In fact the level of interest they've had in all three projects is, I'd say, unprecedented," he enthuses. "It's really quite refreshing... And it also means these games come to you with their official seal of approval.

OK, tell us about the games them. What have you got planned? Where do you want to start?

"Hmmm," muses Stubbington. "How about the shoot 'em up?" ▶





# FIRST LOOK SOUTH PARK





(1) The petrol station looks like e heelthy enough snewholl target. (2) The RV beckens with the hypnotic power of Paul McKenne. [3] Reedy alm, fire, [4] Poor little mite.

### ► Episode 1:

'Doom With A View' - in which we talk about first-person shooter. South Park.

'South Park the game is the story of a seriously apocalyptic time on Earth. When this great blg comet is headed towards South Park, Colorado..." reveals Darrin. "And then all kinds of really strange things happen.

Strange things?

"Like Cartman's mum is kidnapped by aliens. Like turkeys run wild in the streets."

And this all manned

"What does it mean? it means you get to use a fart doll, and a cow-launcher and other really cool weapons to stop the madness."

From this PSM infers you get to shoot things. So what other games have influenced this one? Doom? Ouake? "Hide-and-seek, kick-the-can and, um, kirk-the-baby.

Hmm. And based on these wide ranging influences, what type of weapons are we going to be permitted the use of?

"Well... There's the fart doll, the live sniper chicken..." starts Darrin. "And, my favourite," chips in Doug Yellin, producer of another South Park game, "the cow launcher." "Oh, and don't forget the snowballs," recalls Darrin, "Snowballs covered in wee as well" counters Doug. This, PSM notes, is like interviewing Beavis and Butthead.

Guess we can assume the entire cast gets involved with saving the dysfunctional town? "Yeah, of course. Kyle, Stan,

Cartman, Kenny, Wendy, Mephisto. Big Gav Al, Mr Garrison, Mr Hat. Terrance and Philip, and many more, all make an appearance," Darrin

reveals. "I can also tell you that Mr Hankey The Christmas Poo makes an appearance and you get to use him in a special way. He likes to spread his special seasonal message in the snow...

Charming, Elsewhere, inane destruction and death are an Intrinsic part of the show. So how many different

ways can we devise to crush Kenny? "You bastard! Why would anyone

want to do that?" screams Doug.

Moving swiftly on... What do think people are going to find most entertaining in the game? Darrin pauses for a moment.

"Hope this doesn't sound strange but the best bit is being on the receiving end of a successfully aimed cow launcher."

That doesn't sound so strange. "It Is when your head ends up up a row's arse."

Perhaps unorthodox might be a better term to use. So is there anything else neat about the game that sets it apart from other shoot 'em ups? "Well the multiplayer kick the haby

experience is unique," muses Doug. It's also a 3D multiplayer shooting game with kids, talking poo, turkeys, babies and lots of cows. In our opinion, that makes it pretty damn unique

"It's pretty unique I think." Doug concurs, "Great multiplayer, arse-kickin' wholesome fun!" Um, next!

# **WOULDN'T IT BE COOL IF...**

... The brats from South Park were in a load of videogames that they shouldn't be? Why, yes it would.



PREMISE: Finnt Pantasy VII monts South Peek. NAME: Sephiroth? What the hell kind

of n neme is that? PLOT: Certmen end Kenny discover

they've heen separeted et birth. For tee philosophically complex.



PREMISE: Mintal Geer Solid meets South Park.

COMEDY NAME: MINIOL GOOD'S Christmas Solld.

PREMISE: The Snake bumps inte Mr Henkey. Battle ensues... LIKELIHOOD OF BEING MADE: MOSSY, Greet for hitting the seasonal merket.



PREMISE: Tekken meets South Park COMEDY NAME: Tiefele, Which sounds a bit like Tekken, Ish. PREMISE: The hoys grasp eech other In a tender Greek embrace. First

one to freek anal wind loses. LIKELIHOOD OF BEING MADE: Seriously, whet do you think?



Possess: Temir Raider meets South Park. COMEOY NAME. Ass Halder. Do you see

whet we did them? PREMISE: Let's look for treesure! LIKELIHOOD OF BEING MACE: Never gots going due to legal stuff. Konny es drossing es a woman though

# IN THE BEGINNING...

How a simple Christmas message led to a world of scatology... It's the Matt and Trey story!

rey Parker and Matt Stone bacama acquainted ouer a hot slice of beat at the Usiusarity of Bouldor, Colorado. Whila most students gase out beer saacks to their new frat hudding. Parker would hold court in his room sporting an apren and chaffs shat, daliwaring choice cuts to his assamblad guosts. Inauttably, Stone liked this now talls.

They soon fell lab film making - Parkar a music studaat and Stone hauing recarity graduated in film. Whila their paars mimickool Scorcase tha dae daeidad to create the Pytton-asqua Cannibal. The Musical (recarity shown on Channal 4). The seed's wara sown...

Post graduation, Parker and Stone relecated to Hollywood, touting various Ideas, one of which was a cartale cartoos. What happeased sext is the staff

of lagand.

A Fox axacutiva aamad Brian
Gradaa had saaa soma of thair
work and askad tham to creata a
animatad Christmas massaga ta
saad to all his Hollywaod pals.
Staaa aad Farkar duly faliuared
aa aaimated short film by tha
aama of Tha Spirit of Christmas,
la whitch Jauss and Santa scrap

lika a pair of ruting stags.

In the spirit of the fastive sasses, the notorious cartoon was a litt and anded up on a million laterant servers. It was sahsaquantly picked up by the Comady Channal for a saries and the rast is... Wall, lat's just say a moule is on the horizon.

### Episode 2:

'Chef's Luv Shack' - in which PSM heads round Issac Hayes for a quick bout of Triv and a game of Asteroids...

Chef's Luv Shack is the second game in the trilogy. What's it all about?

"Up to four players can partake in the fun, playing as Enc, kyle, Stan or Kenny," explains Jules Watsham, producer of Law Shack "Initially everyone gets thrown finto a friving round. Fifth Shack shown that of silly questions that relate to either specific South Park trud or South Park related subjects, such as a famous actor that's started on the shown.

So a bunch of questions about ER then?

"At the end of each triva round," asys Dardin, politely ignoring us, "all the players are thrown into a gameplay round where they get to battle for the most points. This is where some classically cool mini-games come into play. On top of hat, you'll also find some special surprises such as the Pressure Round — starring the Infamous anal probe — and the Wheel Of Fourtibuosness;

How does the game actually work?

"Easy" Justs pines up. "You choose how many rounds you want to play—
two, or four, or eight etc — and each round consists of four triva questions and a mini-game that everyone plays simultaneously at the end of each round. The player with the most points at the end of the show is suppose the only.

way of completing the game is to play all of the mini-games, and beat them, and answer all of the trivia questions correctly. There'll be around 1,000 questions."

Mini-games? Does this lead us towards recent rumours of a retro nature?

"Well..." Darrin hesitates. "Yes. In a sense. Chef's Luv Shack is going to have a few games that are very reminiscent of particular arcade classics. In Asses In Space, you take on the roles of Terrance and Philip and blast ass-teroids, resulting in jolly fart noise malarkey." And that's based on? "Errim, Asteroids I guess."

"Beefcake's another one of my faves," continues Darrin. "That, and Whack-a-Zombie-Pet and Eat This too." How many of these things have you

crammed in?
"Currently there'll be around 21-24
mini-games," explains Jules "We really
want as many as we can fit in, We'll just
have to see."

And are these going to be full versions or just a little snippet?

"All the games are full on games, with different methods to make them last between 30 seconds to a minute each," Jules continues. "We kind of figured that would keep the game really fast-paced."

And Mr Issac Hayes himself – will he

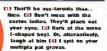
"Is he performing? He's on top form!
Yes, Chef is our sexy host of the show
so you can expect the usual sexual
innuendoes and the like from him."

Sounds like some good lovin'. So what's the reward for ending up champ on every game in Chef's Luv Shack?

"You get to jump up and down with enjoyment,"

Erm, right... Time, PSM thinks, to take a look at the South Park kart game. Can we do the Cartman gag now, please? ►







ALE

# FIRST LOOK SOUTH PARK

### ► Episode 3:

'Mario Kart(man)' - in which our interviewees discuss the finer nuances of South Park Rally.

First questions first – how's South Park Rally going to be different from other karting games?

The point of most racing games is to keep away from the other players, right? says Doug, suddenly coming over all serious, He is after all the producer of this game. But we felt for South Park Raily – especially the multiplayer events that we had to create modes that would bring the players together and make them interact, because the South Park show Itself is all about the interaction of the kids, 50, in addition to the regular racing modes, we've added about a dozen other play types that pit the kids against one another.

"One idea we've currently got on the drawing board has the kids trying to protect the chickens from the Chicken I over."

(1) The road is long. And straight. (2) Kenny lays down somn skidmerks. Just wnit nntil

the petrol tank goes up in flames. Socause

K will, you know. (3) If this here van's e rockin', don't you come e knockin'.

Like the episode on TV, right?

"Exactly. Whoever rescues a certain number of chickens wins. But, and here's the key, smacking into the other cars or causing accidents makes you lose any chickens you're holding so the players are always in competition." Nice touch.

Net touch.
"It's going to be cool,"
says Darrin, picking up the
thread. "We've got half a dozen tracks
planned, all based around locations in the
episodes. Everything from the town to Big
Gay All's Big Gay Anlinal Sanctuary.
They're all fully open, so unstead of
having a set track, you can motor about
anywhere and create your own shortcuts
between houses, behind trees, over hill's,
through the cow... Wherever you can get
your car really."

And these cars. Realistic handling or cartoon cruising?

They handle very well," grins Doug "We've created an advanced physics engine that takes things like weight, centre of mass and gear ratios into account. We're also spending a great deal of time tuning each car individually so that they both feel and play differently. Being a cally game, we have a lot of

different surfaces with traction and slide factors as well."

Presumably you're working on a few novel pick ups too? 'We're building from the tone of the original game, and filling in a whole bunch of new, unusual, and occasionally gross weapons," reveals Doug. Do tell.

'Chef's Chocolate Salty Balls sound familiar?' Unfortunately so.

Unfortunately so.
"How about the Mexican
Staring Frog?"

Think we get the picture...
"All the South Park favourites - Stan,
Kyle, Cartman, Kenny, and Chef - should

Kyle, Cartman, Kenny, and Chef – should be in there,"continues Darrin. "Plus we'll have some secondary characters like Wendy, Officer Barbrady, Mr Garrison and some surprises."

The notion of a go kart being driven by a talking turd boggles the mind and PSM takes its leave for a liedown, away from a world of arse fixated aliens, animated fecal matter and children who swear. A lot.

One question remains after PSM's quizzing of the various bods behind the South Park trilogy – are the games any good? The answer? A surprising "yes, actually."

All three titles are certainly aimed at hardcore South Park Fans, in terms of both humour content and the self-referencing of the show. The South Park shoot eru pin has already proved itself on other formats and, especially in the case of Luv Shack, the games can be far more oniginal than recent episodes of the show. South Park Raily too looks a good bet, although its originality might get overflooked with the release of Speed Freaks, Chocobo Racing and Crosh Team Racing, All in all, surprisingly good stuff.

Final thoughts. South Park is a funny cartoon. Terrance and Philip Isn't. Cuddly Cartman dolls weren't a good idea.

Cuddly Cartmans dressed as police chiefs are. Most South Park merchandise is trash. The









Here are a some highlights of the third South Park series...



- The koys discover an animal previously though to be extinct. It's e Jekoveseur. Bo you see? It's e play on words. Oh, never mind...
- The curso of Spinel Tep hits South Park with a speto of spentaneous Kamen Combustion, Kevo a guess how Kenny dies...
- A South Park first inppens when Kenny gats hit by fightaing – kat doesn't actuelly die! Whet e shocker...
- Chef kegs n women, knt sedly shn turns ont to ke e succukus who crushos Konny undnr her wnight.
   Chef goes back to broth bolling...
- The kids gnt strended in the Coste Ricen Jungle. The moral of the story is that the minferest isn't very pleasant and therefore not worth saving. Kmmmph.

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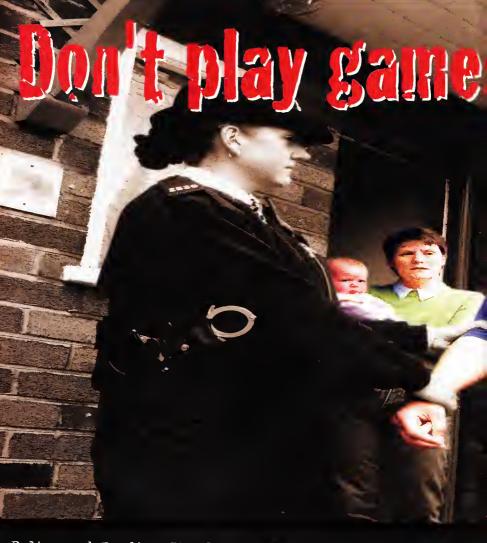
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A great title with minor irrita a worthy purchase.

A case of Why did they do Th

Straight average. Unoriginal or flaw still worth buying - Just.

etty bad. Maybe worth

ne crap. Technically Inept, poorly

ict whhose merit of any sort. Naff

What's the score, eh? Why on earth does a percentage as its standard grading system encumber yourself with a rating of such impossible to award the ultimate mark of you ever come across, no matter how good Final Fantasy VII and Tekken 3 the 10/10 to e, because they

nce, but you can't nt for sound, it's f booth ticking ist of 300 quastions before applying some complex al formula. We mark games out of 10, it isn't an exact ut then it doesn't pretend to be. And it enables us to award aerfect mark without too much heartache.

system is simple and accurate and if you've been with us art, you'll know you can trust it when purchasing games.

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CHOCHFUILLE



# Silent Hill

Following the hugely-successful Metal Gear Solid, Konami trade espionage for horror in Silent Hill. PSM investigates tentatively...

et's clear something up – Silent Hill is not a Resident Fivil derivative. Konami, while undoubtedly influenced by the Capcom classic, have created much more than an accomplished cash nu. The differences between the two tutes go beyond the obvious aesthetics. Sure Silent Hill uses a polygon-based engine that offers far more flexibility than the pre-rendered locales of Resistivity is and 2. But beneath these remarkable visuals, though, lies an altogether more sinister, ground-breaking game.

The Resident Evil duo pay homage to George Romero's cult zomble flicks, with all the attendant flavour that that implies. Silent Hill, however, is more akin to the

works of HP Lovecraft and films like *The Shining* or *The Legend Of Hill House*. In many places, it's genuinely disturbing, and suggests more horror than it actually shows. However while *Silent Hill* is often an exemplary piece of storytelling, it isn't a brilliant story per se. The distinction is subtle, but important. Let us explain...

The story begins with a car crash. Harry Mason and his daughter Cheryl are heading into the town of Silent





(1) Silent Hill's cut noenen generally use the in game engine. Like Metal Gear Solid, they're imporbly done. (2) Benth of n discerdant dicer.







Konami ■ GEVELOPER: June ■ AGE RESTRICTION:

KCET 15 and over

■ RELEASE DATE: ■ PRICE

£44.99 ■ STYLE:

Horror adventure



(1) TV ssrceas. Oh, how that hodes. Well it doss, desen't it? (2) More leitering is tollets. Psople will talk, Herry. (3) It's gravinally frightening, this

Hill. A girl steps into the road, Harry swerves to avoid her and wrecks his vehicle in the process. When he regains consciousness, Cheryl is no longer sat on the back seat. As he leaves the car, he sees his daughter disappearing off into the distance...

# DESPITE THE SHORTCOMINGS OF ITS DIALOGUE SILENT HILL IS ONE OF THE MOST ATMOSPHERIC GAMES EVER CREATED.

From this point on Harry searches for Cheryl and at the same time, the odd goings on in Silent Hill are vaguely explained. After years of gamers being accustomed to being treated like simpletons by over explained Hollywood movie plots, Silent Hill often appears almost reticent. It doesn't explain certain text

# LIGHT OF YOUR LIFE

Silsni Hill isa'l restricted to using sound and uniquo samere angles to ssero pleyers. It elso feetures on number of sections where Harry es his way hy terchlight. Some of Heaemi's most laspired moments ossur in ill-lif ead sleustrophobis rooms and tunnels.





Ecak, It's dork. The feehis light of your torch is just good saough...

al you. And it looks good, too.





timss, the semore moves to givs as ultra-spooky view...

...where you san't quits make out your surroundings. Seary stuff.

or speech-based events properly, yet over-elaborates some scenes that could be best left to the imagination. Worse still, it uses its fantasy/horror remit as an excuse for that most helnous of stylistic crimes - the deus ex machina

In terms of scripted or spoken dialogue, Silent Hill is not perfect. Like Resident Evil, its use of English is almost uncomfortable in places. Worse still, its voice acting is terrible. Pregnant pauses punctuate ineptly performed exchanges - certain words are bizarrely emphasised, while fantastical events are related in humdrum tones. While not quite as bad as Barry's infamous exchange with Jill in the first Resident Evil, it's not much better. What a tragic waste.

Outside of the realms of FMV links and in-game cut scenes, though, Silent Hill is magnificent. Its play-oriented narrative is superb. Despite the shortcomings of its dialogue, the odd piece of plot and its laughable acting, Silent Hill is still one of the most atmospheric games ever created. It evokes such feelings as panic, fear, trepidation in a variety of ways. Whereas the Resident Evil games rely on 'jump' moments to alarm and engross the







[1] A visit to Normaa's Motol. Mostar flets» isn't homs, it would seem. [2] Ouch! [3] Abbb. That's better.



[1] The barbecue was a dasperate failure. [2] Or is It? OR IS IT? [3] Silent Hill is, tuanity enough, quita noisy. [4] Gore? Wha is It good for? Why, quite a lot actually...

▶ player, Konami's game manages to create an amazing and lasting feeling of unease. It has its fair share of heart-misses-a-beat events and monster-based surprises, but overall the atmosphere is maintained on a more cerebral level.

Take its camera-controlling code, for example. It's a common lament of pundit and punter alike that 3D games can be awkward to play. Cetting a decent view that doesn't imped the action can be an awkward, patience-sapping business, even in the best of titles. Sident Itilis camera, however, is a work of genius. For the most part it remains behind your character, like other third-person games. At other times, it switches slightly to give a movelike view of

proceedings. Run along a pavement, past shops and cars, and it moves to the side and pans out. For a brief moment, you see the action as a viewer, not a player. And what do you see? Harry running desperately though a deserted, misty town. It's amazingly immersive.

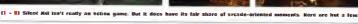
There are other tricks that Silent Hill uses to great effect. In a few places the camera sways from side to side as you run. It is dizzying, disorienting and, when combined with the tension-heightening aural accompaniment, it is downight alarming, in others it can suddenly

stick to a fixed view. When It does this, you're often left thinking "What happens now?" and "Where is the monster?" Other games struggle to provide a workable view of their action. Silent Hill, progressive and

innovative, borders on the genumely cinemate. If Konami's work with Sleat Hill's came is impressive, their use of sound defies the use of common superlatives. It doesn't use music, as such. Instead, it uses odd collections of noises and repetitive aurial effects. Discordant and loud, they should annoy and infuriate. Instead, they contribute no end to Hill's overpowering noir feel. More often than not, the game doesn't need to chuck in a huge monster to scare you – its sound alone can scare the life out of you. Fans of the aforementioned The Legend Of Hill House will be more than aware of how that can work.

The incidental spot FX are remarkable, too, You can be walking through a room when "BOOM" A wall resounds with the sound of something hitting it. Or did it come from underneath you? What happens nex? From a child crying to assorted ominious rimblings, Silent Hill's mood is coloured by its fantastic audio devices. Fairly on in the name you! find a nocket addio.





88

# Silent Hill



[1] Silent Hill starts here. Well, cheut five minutes before in this very room, really. But we won't spoil the corprise for you. [2] Buffar for run away from the winged beestles. [3] A breach of Geonshury Rules. But what the helf?

After a hair-raising surprise, you discover that it spits static whenever a monster approaches. The closer the creature, the more insistent the garbled tones, It's a simple, yet brilliant idea.

At first, Silent Hill's stock of monsters appears disappointing. The residential area of the town that

## THE GAME ODESN'T NEED TO CHUCK IN HUGE MONSTERS TO SCARE YOU - ITS SOUND ALONE CAN SCARE THE LIFE OUT OF YOU.

you first explore is filled with mutant dogs and harpy like flying creatures, Compared to Resident Evil 2's well-realised zombies, these are initially disappointing because at this point in the game, you're not quite so enmeshed in Hill's quirky way of thinking. You see, it's not a shoot 'em up, not by any stretch of the imagination. When Harry misses his shots, it's because he's cast as a more realistic, faintly Inept protagonist. Lacking the pinpoint accuracy of Lara or the comic book proficiency of Syphon Filter's Gabe, he fudges his way through confrontations. More often than not - and especially





THE TELL-TALE HEART
It'e such a simple idee. Why did
no-one think of thie before?
When Narry becomes
injured, your beel Shoch
ped - mel you de heve
ene, don't you? effectively vibrates to
einwinte his
incremsed heert rete
end fenr. Copcem will,

end fenr. Cepcem will, we'll wnger, be hicking thnmeelvee for missing that one...

when faced or chased by a few opponents – it's easier, safer and more sensible to simply run away. You can become guite handy with firearms and club-like weapons, with practice. But it takes time.

The monsters get better as you progress through Silent Hill's gloomy streets. There's one, in particular, that will frighten the life out of you. It lopes at speed after Harry, and looks like a bizarer kind of primate. Once the monsters have his scent, they pursue doggedly. With another clever camera technique, you see these creatures behind Harry, but just in front of your view of proceedings. Trying to shake them off before they leap on to your back can lead to some pancked, frenzied D-pad manoeuviers. To make matters worse, towards the end of the galem, they hunt in packs...

Being first and foremost an adventure game, Silent Hill is packed with puzzles.

It elweye enaws in Silent Hill... (2) Sneahing eround in comeene'e decerted front room. Anyonn see



# Silent Hill

### WELCOME TO THE OTHERWORLD

One at the specklent perts of Silent Hill is the mysterions Otherworld - e harrible, twistoil elternetive to the real world. The picturen show [1] the real world. [2] Now hore's that buildles essete, this time in the Otherworld.

[3] Real world. [4] Otherworld. Got the hang of it? [5] One of the most franght events in Silent Kill is being in the Otherworld, but nutside. Roads and paths are replaced by metal platforms. And there ere lots of nasties...











# PUT IT ON PAST MIONIGHT AND YOU'LL STRUGGLE TO RESIST THE TEMPTATION TO SLEEP WITH THE LIGHTS ON. IT'S THAT GOOD.



▶ Most of these are fairly elementary and of the findthen-use variety. Others, though, are based on riddles and scraps of clues. Refreshingly, there are few instances where you find yourself running around aimlessly, searching for the way forward. Konami have pitched the difficulty of the plot accurately. More often thee eot, your eext objective is cleerly merked on a map. This shortens Silent Hill's lifespan - there are fewer time-consuming searches for the next open door - but makes it a far more enjoyable experience.

The variety of locations and visuals in Silent Hill is hugely impressive. From a shopping centre to a school, the town begs tireless exploration to appreciate the Incredible number of incidental details and touches. It has a fine line in subtle (well, ish), referential humour, too. A shutter covering a shop front is daubed with the word 'redrum' - a clear nod in the direction of Stephen King's The Shining. Look at the street names and you'll notice they are named after famous horror writers - from King pseudonym Bachman to Psycho author Bloch. A hotel visited late in the game is called Norman's Motel - any relation to the infamous Bates residence? These little peculiarities aren't over-laboured and it's fun just running around Silent Hill trying to find them all. There are other secrets to find.

too. Complete Silent Hill, and you get the opportunity to grab a collection of great weapons including a chainsaw and a katana sword. Better still, there are five endings to discover, influenced by in game events. Four are available from the start and a fifth, available after you have completed Hill once, has its tonque firmly placed in narrative cheek. It's as funny as hell, and provides a welcome piece of comic relief for the dedicated

player after all the horror. Silent Hill Is an astounding, benchmark



[1] Narso! [2] It's e very derk game, this. [3] You onn use heed-to-heed weepons too, if you want,

videogame. More frightening than any other title before It, it's remarkably atmospheric. As you play, you'll find yourself sitting, mouth agape, thinking "Games just don't do this sort of thing!" Play it in the daytime, with the bustle and noise that accompanies naturally lit hours and its powerful hold is lessened. Put it on past midnight, when you're alone, and you'll struggle to resist the temptation to sleep with the lights on. It's that good.

If only Konami could have worked little harder on the dialogue. Compared to the rest of Silent Hill. it's woefully amateur and disrupts the extraordinary atmosphere. It could also benefit from being longer - it's murthly the same size as Metal Gear Solid. But, like the aforementioned classic, it's an experience first and foremost. The one area that games consistently lag behind their cinematic contemporaries is in how effectively they manipulate mood and emotion. Silent Hill teases both in a manner that, to an uninitiated observer, would suggest such excellence is commonplace for

videogames. Naturally, it isn't and that's why Silent Hill Jemes Price is such an outstanding title. Buy it.

# Alternatively...

Metal S	car Solid	10/10	PSM4Z
Tomb Ri	eider 3	10/10	PSM40
Stient II	F .	10/10	PSM48
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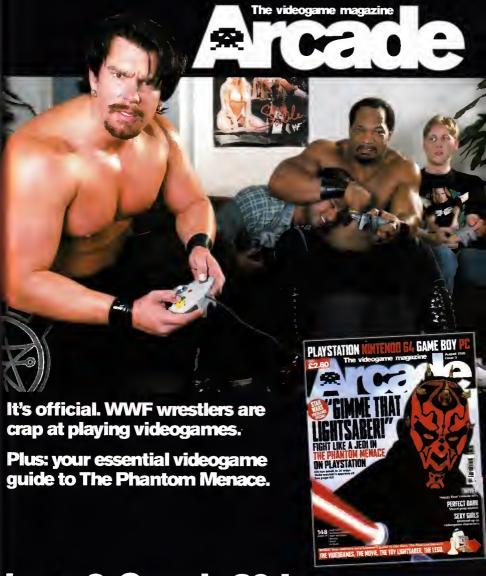


- GRAPHICS: Foetastic. Lots of variety, loeds of neet touchos 10
- PlayStation. GAMEPLAY. The omotional menipulation is like a rolaticeship 10
  - Magazine LIFESPAN. Not herd to fielsh, but there ere five cedings to see 8

A stuneleg, gonre deficieg adventure from Koeomi. More frightening thae Resident Full and more evocetive thes Tomb Reidor 3, it's e landmerk game.







Issue 9. On sale 30 June.

# Playles



# Virus

# It isn't defrosted from a glacier or bubbling up from the Mariana trench, but we're sure it still blames its mother. Meet an alien virus called Evil...

hese days everyone expects games to be sexy. No, we're not talking the revolving twin orbs of Lara Croft's rump, nor are we banging on about some Ruud Gullitinspired wingback formation in FIFA '99. What we mean is that once you've experienced the silky smoothness of Metal Cear or the fast moving scenery of Rulge Racer Type 4 you never want to go back to the ropy, barely-presentable videogames of yesteryear. Unless, of course, you are the creators of Virus.

Not to be confused with the hoary old classic of the same name, Virus is based on a shock-linck from the US that is in turn based upon the Dark Horse comic. Aliens have landed in microscopic form and are busy infecting everything with their mutant DNA. Only a policewoman called Joan and her partner, Sutter, can save humanity from extinction at the hands of these

ALIENS HAVE LANDED IN MICROSCOPIC FORM AND ARE BUSY INFECTING EVERYTHING WITH THEIR MUTANT DNA... viral invaders. Cue 3D action, as you make Joan run up and down corridors shooting at things.

There are switches to press, there are both humanoid enemies and static defences to be destroyed and there are the distinctly finicky controls to get used to. Rather than giving the controls that are here, it's more enlightening to list the features that are absent. There's no sidestep or roil, no strafing of any kind, no Sniper Mode, no aming up and down, no appreciable difference





(1 – 21 Ha's a hig blaka but if you just kaap pummalilag the fire buttea la his gaaaral direction ka'il eveniunliy appleda. Cembal is painfully simpla.











Cryo Interactive Oul now

£39.99

■ DEVELOPER ■ STYLE:

■ AGE RESTRICTION:

In-house TRA

3D action/adventure





YOU WILL BE REWARDED WITH LONG BOUTS OF SHOOTING AT ON-COMING ENEMIES ALONG WITH EXTRA WEAPONS LIKE UZIS ...

> between close-up and far-away blasting. The enemies don't recoil from your fusillade of bullets and are seemingly incapable of walking around a static, tasered comrade. Even when they die they remain annoying, not letting you walk over them until their poorlyanimated bodies decompose. Essentially every encounter Is the same - you open a door, you enter a room, you flick a switch and a gang of enemies appear. You then run backwards around the room blasting, trying to avoid getting stuck against a wall or smacked by enemies that are faster and more aglie than you.

> Visually things ere passeble, but in no way e Ireal. The game sticks, mostly, to corridors and rooms to minimise the opportunities for glitching. Rotate Joan on the spot and the world moves fast enough, but try running in a circle and more frailties appear, as you fail to evade in-coming fire - even this, it seems, is too much like dodging for Virus's liking. You might be inclined to forgive much of its brutal simplicity if the game were better structured. Instead, with no restart points and no opportunities for the tactical conserving of ammo or health powerups, you're forced to play the same level over and over again until you kill the right boss or find the relevant switch. Persevere and you will be rewarded with long bouts of crouching and shooting at on-coming enemies, along with extra weapons like uzis and bazookas - but



12 - 3) If only we could eldestep, (4) Right in the overnils, (5) 'Fied the Evil and destroy it' Well, that's a clear briefieg.

even with more fire-power you're unlikely to become enthralled or addicted

In a world of Metal Gears and Tomb Raider 3's what place is there for a beast such as Virus, that can only deliver flawed 3D entertainment? A place at the bottom of the heap, it would seem. For the same £40 you could get Resident Evil and Fade To Black or a whole Metal Gear Solid or Tomb Raider and Tomb Raider 2 or Die Hard Trilogy and Doom or ... Exactly.

Pete Willon

# POETIC MOVIE LICENCE

Virus is based on the film starring Jamie Lee Curtie and Billy Balds and the Dark Horse comic book. John is the some character as Kit (Curtis) with Sutter representing Steve (Baldwie). While the besic scennrio is the come, the game straye from the film's locations as Crys felt that a game ant entirely on a bost would be too limited...





Virus the movie less benn called 'Alices on a bool'. No led thing surely?



ekinny, she's nevi

out of sewers and

diagy carridors.

-	Sheet Hill
É	Metal Gear Solid
in the	Tomb Raider 3
	Resident Evil 2
	Resident Evil

Sheet Hill	10/10	P8##48
Metal Gear Solid	10/10	P8142
Tomb Raider 3	18/10	PSM40
Resident Evil 2	9/10	PSM31
Resident Evil	3/10	PSMS

Alternatively...

# PlayStation Magaziners

VERDICT	
GRAPHICS:	Functional, but not pretty 5
GAMEPLAY:	Stupid, awkward, predictable 4
- DETCOMAN	Employing and constitute 3

Guns, moneters, tasers... So how come it's euch e turn off? Because it's badly designed and sloppily executed. Not Fruetrating and repetitive 3 even a poor man's Resi Evil, just poor.

4/10 /20140

# Plavies



# Aironauts

"Stop the pigeon..." Cartoon criminals Dastardly and Mutley

# prepare to enter the Thunderdome. Or something equally confusing.



here s

Iright, here's what happened. Some bloke at the developers had a childhood obsession with Wacky Racers, watched Arnie in Running Man, checked out Cladiators on the TV and thought, 'Arooogal There's a videogame in here somewhere!' And he was quite right.

Creating a media overlord by the name of Bob McCuffin, pulling criminals from futuristic prisons and making them wage aerali war across the sikes, sounds like an excellent premise for a videogame. It could be great. Spinning highly manonuvrable mechanical flying beasts around intricately designed linvels, shooting up your fons with an expansive range of power-ups and causing general mayhum to

the delight of a TV audience of two and a half billion.

The prize? Freedom. Pity then that, for a number of reasons, Aironauts falls flat on its face. The rigs used to fly round the levels are supposed to be state-of the-art, futuristic flying machines. You should be able to throw them around like Douglas Bader in a Spittire, but in reality a double decker bus has got a tighter turning circle than these chaps. Even the special 180° spin takes far too long, to the point of causing extreme firestration.

For an example of the trouble this can cause, check out the guardian battles. Hit your opponent once and he'll tuck in tight behind you, following your every move and making it extraordinarily difficult for you to let off a good shot. After the fourth level, this becomes plain irritating.

The entire game consists of 1.1 levels, and a training arena. There are no hidden levels, no hidden heathers and, although the difficulty level shoots up at around the fourth episode, it's not challenging enough to maintain long-term enjownent. This is compounded by the fact that it's one-player only, Surely someone could have seen the potential benefits of sticking in a spit-screen Two-Player dodfight to increase the lifespan? In





11 - 21 Thny fly through the nir with the greetest of case. Except they den't.











■ PRICE-

Red Storm

£34.99

■ DEVELOPER: ■ STYLE:

Red Lemon ■ AGE RESTRICTION: Three and over

Flying shoot 'em up





(1 - 3) While it looks super first and twitchily ma euvrehle, it's net. Honest. Bet on the hillnd side of eey onn of the hosses end yon're in hig trouble.

> an age of games which last more than 40 hours, there's simply not enough here.

Graphically It's also a bit ropy. Sure, a year ago it would have been passable, but with other developers constantly pushing at the PlayStation's technical limitations it's not really up to scratch. In an effort to create a bleak futuristic environment they've dimmed the lights to the polet where you can berely see your letended terget as it speeds round the arene. The structures that litter the stadia are incredibly blocky, and shaded in colours that rival WipEout 2097's for garishness. Which is a shame, because a bit of clarity would have made the game

significantly easier to play. The soundtrack's disappointing too. Comprised of clattery techno that's barely in stereo and sounds like



A DOUBLE DECKER BUS HAS GOT A TIGHTER TURNING CIRCLE THAN THESE CHAPS, EVEN THE SPECIAL 180° SPIN TAKES FAR TOO LONG.

it has been generated using Music, it's a far cry from the big-name dance and indie acts that are turning up on other titles.

Aironauts remains a fine and original(ish) Idea, but ideas need to be carefully cultivated if you want to turn out a winning game. Sadly, this one has been poorly executed. With a bit more attention to detail this could have been a superb title. You can't help feeling it's a missed opportunity.







(1) Sadly, targetley is not ee optice in the game. (2 - 3) "Wonh/Yeah/For the wings of e dove..." Which would be handler thee the wings at a double decher bas. (4) Pich yourself a priseeer, sey priseeer...

# Alternatively...

hunderhawk Z	8/10	PSMS
lir Race	7/10	PSM28
lirectarits	4/18	PSM48
Ving Over 2	4/10	P\$M47

# VERDICT



■ CRAPHICS:

■ GAMEPLAY: Just eot quick eeough 5

Frustratice drags this way dowe 4 ecjoyable experience.

Blocky, dim aed the levels are too small 4 There's a great game buried in here somewhere. A bit more thought eed this could have been a thoroughly



# Buas Bunny: In Time

For the first time in history we've actually been looking forward to a game packed with Bugs. And Infogrames have ruined the fun with a shoddy platformer.

> which pursue a non-realistic style as 'cartoony', it has taken a while for the world's most famous cartoon character to arrive on the PlayStation. Forget Bart Simpson and the South Park cast - Bugs Bunny is the original animated upstart, ever ready with a lightning quip (or a stick of TNT) with which to repel the leaden footed enemy, Yep, Bugs is an ideal star for a PlayStation adventure and much effort has been made to keep his videogame counterpart faithful to the cartoon original

iven that it's de rigeur to refer to games

he makes full use of his large ears to land softly on delicate surfaces and he kicks opponents up the backside, Ignore the fact that he's voiced by a poor pub impressionist, and you'll believe that this is Bugs Bunny just as Chuck Jones intended him to be. All his traditional foes are poised to thwart your progress and even bit players from the Warner Bros back catalogue, such as Rocky and Mugsy, are ascribed roles as tall-hatted '30s gangsters. As a

3D game imitating a 2D cartoon world, Bugs Bunny:

Bugs eals carrots to replenish spent energy,

really blame the plot. Deposit Bugs Bunny in a magic sewer trying to negotiate his way out through a portal in the U-bend and no-one would care, as long as the game was full of original and engaging platform activity. Bugs Bunny: Lost In Time finds our hero stranded somewhere in the space-time continuum. From the Stone Age, to the Medieval period, to the futuristic Dimension

WE FIND OUR HERO STRANDED SOMEWHERE IN THE SPACE-TIME CONTINUUM, FROM THE STONE AGE TO THE MEDIEVAL PERIOD.

faithfully portrayed in the game.

X. the aim is to collect enough clocks to return Bugs to the present day. Progress is non-linear, but a certain number of clocks are required to access each era. Within an era there are an abundance of levels and honus levels, providing the game with formidable depth.

The problems begin as soon as you wander out of the time machine and straight through a solid block of stone. Surely that shouldn't happen? Then you attempt







PUBLISHER:	
RELEASE DATE:	

PR.983

Infogrames | DEVELOPER: ■ AGE RESTRICTION. ■ STYLE:

3D platformer





ting gangsters up the arse, dotonating TNT, or riding a ealcycle can't disgeise the repetitive und frustrutiag acture of the gameplay.

deciding whether Bugs grasps it or not is entirely random. Thanks to a combination of unresponsive controls, shaky scenery and bizarre camera angles, which often take residence behind obstacles at vital moments or make gaining a sense of perspective

impossible, yoe will regularly topple into the sea or off the edge of a cliff. There aren't even any flying carpets or trampolines to arrest Bugs' plummet in a comedy manner - simply an ignominious return to the beginning of the level.

It seems that this frustrating imposition of the random factor is the only real barrier to rapid progress through the game. It's packed with platforming staples, such as stacking boxes to access a higher level and collecting torches with which to ignite dynamite. If these basic challenges have you reaching for the tips hotline, Bugs' irritating warlock mentor usually materialises and tells you how to do it anyway. There are a few original puzzles in the later eras, particularly those involving Bugs' inventory of magic spells, but by this point you could well be beyond persevering. Even the numerous subgames and bonus levels are hardly worth busting a gut to access. They generally consist of Yosemite Sam haphazardly slashing at you with a



IT'S PACKED WITH PLATFORMING STAPLES, SUCH AS STACKING BOXES TO ACCESS A HIGHER LEVEL AND COLLECTING TORCHES.

cutiass while you try to fend off his attack and jump on his head, Rubbish,

It would be too simple to forgive the manifest faults of this game in designating it a 'title for the younger gamer'. Every six-year-old is capable of recognising a quality platformer when he sees one. For the older PlayStation owner, keen to recreate the manic thrills of many a classic Looney Tunes moment, all they have is Elmer Fudd vowing to "get that wabbit" and the odd anvil falling from the sky. The gameplay itself is a shambles. And, sadly, that's all folks.

Sam Richards

# THE LOONEY BIN

cust of Warner Brothers' favoerites muhu appearuncus threeghout Bugs Benny: Lost in Timo und their rolo is largely to distruct our hero frem his timo-travelling quest.







**YOSEMITE SAM** The moustachloed midget stars as a pirato, complete with eyuputch, purret and several pieces of night. Bilurioesly, one of his levels is titled What's Up Dech.



DAFFY DUCK Mahes a guest appearance in a bizarre subgame. turning pictures of himself into pictures of Beas in un uttempt to perseade Elmer Fedd that it's rubbit sousoa.



MARVIN THE MARTIAN The little guy from outer space is the proprietor of a space station full of hi-tech wizardry. Appoars to huve spawaed a plague of hothersomu haby Murvin

# Alternatively...

ernan manandom ş	2/10	PSM40
Pandemonium	B/10	PSM14
Erec 2	8/10	PSMAS
Grash Bandiceet 2	8/10	PSH27
Bugs Bonny: Lest in Time	5/10	PSMAS

### VERDICT



Faithful to the cartoon, bet seriously flaky 6 The greatest cartoon rabbit to ever

Frestrating and unimaginotive 4

munch a carrot is ill-treated in this disappointing platformer, It lacks Lots thuru, bet it's all so similar 5 variety and is rundom throughoet.









■ PUBLISHER: PELEASE DATE:

■ PRICE

■ DEVELOPER: Starsphere leteractive ■ AGE RESTRICTION:

■ STYLE:

Chess sim

None



# Chessmaster 2

The Wu-Tang Clan are big chess fans. Would you accuse them of being woolly-pully wearing geeks without ladyfriends? No, you wouldn't. Chess then - it's the new rock 'n' roll...



You're not convinced, are you? Understandable. No matter how hard anyone tries to persuade you that this is a trouser-vibrating arousal machine you're not going to believe them, are you? Because it's chess innit? But if you do want to play chess, there's only one question of any importance. Does it play well?

A definite yes. And, even better, it can play really badly too. Because while this will (hopefully) be purchased by people who just want an occasional partner, its hidden strength is the aid it offers to beginners. All manner of options are spliced into its streamlined form to assist with the first trembling, tactical steps. Chessmaster will happily display how certain pieces can move so there's no question of "Which way does horsey gallop?".

For the more learned it can display which pieces are under threat, or pinned, or even the amount of control either side has. The assist functions are nimble, either whispering a quick suggestion or giving lengthy



explanations of why Pawn to D4 is such a noble idea. Computer opponents vary from simulations of historical grandmasters to fictional characters. This leads to a Campaign Mode, where you push up your rating through conflicts with increasingly difficult beings. The presentation is reasonable, allowing rotating 3D or fullon BBC2· o·vision for authentic anality. Still not convinced? Look, if we travelled a 1,000 years forward in time, would the planet's favourite game be Tekken or chess? Actually, it'd probably be Tekken, Tsch.

Kieron Gillen

Alternatively... 7/10 PSM17

VERDICT



■ GRAPHICS ■ GAMEPLAY:

to play, start here. If you have no interest whatsoever in it, authing will Until you reach Grandmaster, this should be fine 8 convince you. It's chess. Chess it is.

8/18 PSM44

Clean and clinical, but hardly sexy 4 It's chess. If you want to play or leare It's one of the oldest games and still compulsive 8

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Conquer C & C: Red Alert C & C: Retaliatio WWF Worzone Resident Evil 1



# Capcom Generations

Capcom invite you back to a bygone age when gameplay offered nothing more than up, down, left, right and shoot. Repeat until tired.

> hey don't make games like they used to. And there's a good reason too. Compared to today's polygon-spewing racers, platformers and shoot 'em ups, most classic 'oldies' have all the playability of an unwashed sock. Space Invaders was only fun in the '80s because nobody knew any better. Yet its simple left-right-shoot mechanics are still fondly remembered by millions. Nostalgia

conveniently hoses away the obvious fact that after you've leapt through lost cities with Lara Croft, strangled guards in Metal Gear Solid, and recklessly driven Dodge Vipers in Gran Turismo, repetitive, retro sprite annihilation is, sadly,

monumentally dull

Undaunted, Capcom have triumphantly squashed 13 of their dusty coin op classics on to four PlayStation discs. All of them shun the bubbling vat of raw processing power contained within your console. Together, this shiny, compact guartet form the Generations collection, memory-tugging mini-anthologies that resurrect the

gaming challenges of yesteryear. From shoot 'em ups with tiny planes, to shoot 'em ups with tiny blokes, Generations proves that whatever rose-tinted recollections you may have of games like 1942, Ghosts 'N' Goblins and Commando, they are infinitely better than the experience of actually replaying them. The game's limitations have been compounded by the last ten years of videogame development, and are even more obvious. It's worth remembering that the games on these discs hail from a time when to make levels more difficult, the gameplay simply became faster.

Disc One is a case in point, containing a WW2 trio comprising of the fondly remembered 1942, the notvery different at-all 1943, and the can't-spot-thechanges-unless-you-look-closely 1943 Enhanced. All three splash the mechanics of the '80s shoot 'em up with a Second World War theme. They invite the player

THE GAMES ON THESE DISCS HAIL FROM A TIME WHEN TO MAKE LEVELS MORE DIFFICULT, THE GAMEPLAY SIMPLY BECAME FASTER





■ PUBUSHER:

Virgin Interactive DEVELOPER: July/August

■ AGE RESTRICTION:

Cancom None

■ RELEASE DATE: PRICE:

£39 99

STYLE:

Retro arcade compilation



you can amaze your friends. The second disc plays host to the Ghosts 'N Irilogy and contains the original Ghosts 'N' Goblins, the graphically refined follow-up, Ghouls 'N' Ghosis, and the bag of extra levels that go under the title of Super Ghosts 'N' Goblins. If you don't remember Ghosts 'N' Goblins

(Galaxian, Phoenix, etc) it's a simple case of blasting

every swirling, fire-belching graphic that you can find. dispatching the irregularly appearing bosses to rack up

a high-score. The more points you amass, the more

from the coin-op or the excellent Commodore 64 conversion, you are in control of a knight faced with traversing a series of sideways-scrolling, demon-infested platform levels to rescue a kidnapped princess - often in nothing but his pants.

Disc Three, meanwhile, hides the forgettable Japanese oddities that are Vulgus (a futuristic 1942 clone), Son Son (a sideways-scrolling platformer), Exed Exes (another 1942-style button-thumper) and Higemary (you're this little sailor guy, right, and you have run around the deck of a ship throwing barrels at evil pirates...) The last three games in the collection show how good ideas can be stretched into any format.



[1] If your knight loses his armour in Ghosts 'N' Gablins he must complete the level in his pants. 12) 1943 - a new mission, lendscape and squadron.

# THERE IS, UNDENIABLY. SOMETHING HERE FOR EVERYONE - FROM THE ECLECTIC JAPANESE TITLES TO COMMANOO AND 1942.

Taking 1942's vertically-scrolling blast 'em up basics, Commando swaps the plane for a soldier to create a fast, and surprisingly frantic, game of grenade-lobbing and grunt-gunning. Mercs goes one step further, taking all of Commando's good work but adding bigger graphics and sillier weapons, while Gun Smoke is essentially Commando in the Wild West. A slower-paced shooter with a clever control system that allows you to fire left or right, not to mention left and right as your cowboy walks slowly through Hollywood frontier clichés.

There is, undeniably, something here for everyone from the eclectic Japanese titles you probably won't have heard of to the hardcore, nostalgia-firing joys of Commando and 1942. The games are not without their individual charms. But even with the addition of background info (each game has a gallery of its art, enemy details, plus gameplay strategies and secrets), it caters best for gamers with short attention soans. The games are arcade perfect, but you can have endless repeats thereby enabling you to finish most of the games - this ultimately destroys the whole point of replaying them. Whatever the shops are asking for this retro-package, it's probably too much.

Dean Evans

# Alternatively...

better than its classic predecessor. (5) Vulgus

is a pretty charmless 1942-in-space clone.

Extremely reputitive, [6]

A load of one-man army

nonsense in Mercs.

Bubble Bobble 2 8/10 PSM20 Namca Museum Val.1 7/10 PSM5 The Alari Collection 2 7/10 PSM28 Nameo Museum Val.2 6/10 PSM14 Namea Museum Vol.3 0/10 PSM15 Namco Museum Vol.4 A/10 P\$8623 Sames Museum Val 5 4/10 PRMPS

Capcam Generations 2/10 PSS448

### VERDICT



The wonders of top down, sprite based mayhem 3

■ GAMEPLAY A blast from the past that still entertains 5

Depth isn't a retro strong point 1

Unless you're overcome by a feverish desire to roplay these shallow old clunkers, don't let fond memories and nostalgia drain your wallet of money.









■ PUBLISHER: ■ RELEASE DATE: ■ PRICE

Project 2 Interactive Oet now

: 22: 52 ATION ONLY

■ DEVELOPER: ■ AGE RESTRICTION: ■ STYLE\*

Fen flying/racing game

Inner Workings

None

Ah, those magnificent men in their flying machines.

How we wish they'd staved at home.





[1] Weeving in and set of these girders is simest impossible. [2] Shoot the roch end over it falls creshing opponents. [3] Weepon-etylo eeronoutical vehicelarity. Yep. [4] What e lovely eight. Pity the geme'e not so good, oh?



ou can imagine how the planning meeting went: "Right. We need something a bit wacky. A little bit kerr azy. Slightly, you know, zany." "Wu-Tang Flan! Rappers and desserts!"

Not quite the right image, I'm afraid." "Oueen LaFIFA '997'

"Now that's just silly."

And then, a voice at the back - "Erm, how about ... Plane Crazy? "Plum."

it's impossible to shake the feeling that this game was created solely as dressing for that pun-tastic title, which we could live with If as much effort was expended on the game as on the terrible wordplay. But perhaps that's a tad unfair.

Plane Crazy was originally released for the PC at the tall end of 1997 and it fared reasonably well considering its target audience had been raised on interminable strategy games and first-person shooters. Indeed, behind the terrible title lurks a potentially entertaining concept - namely, a racing game with planes, power-ups and imaginative, shortcut-strewn courses. And yet, for all the swooping, cheek flapping,

barrel-rolling entertainment that such an idea suggests, Plane Crazy is serioesly hobbled by one major flaw - it's elmost impossible to control with any degree of accuracy.

A simple tap to the left or right is rewarded with a wild swing that makes the many narrow canyons in the game pointlessly difficult to navigate. Elegant flying is, we're afraid, quite Impossible. And the controls are syrup-slow to respond. Whooshing over or under the obstacles that litter each track requires more than lightning-quick reactions. It requires a thorough

exactly when and where to pull up or dive, simply to give you the time to do so. The inertia, too, is all over the place, speeding up your turn drastically for each nano-second you press on the D-pad. Nasty stuff.

Saying that, It is possible - eventually - to fashion a semblance of mastery over Plane Crazy's unique sense of control. It's just that the game is never as precise, or intuitive, or enjoyable, as it could and should be. Which is a shame because the added extras are reasonably entertaining on their own terms. Various power-ups (turbos, rockets and so on) add a little spice, but the best feature enables you to target weak areas of scenery and blast away at it. This way you can create your own handy shortcuts and, possibly, crush your opponents beneath the huge stone pillar you've just dislodged. A nice touch, and one that stands out from the rest of the game.

But those are the good bits in a game that will probably only entertain you for ten minutes when you've got nothing else to do. Which, if you ask us, isn't really worth the £40 or so asking price. Strip Plane Crazy to the bare essentials and you've got a rampantly mediocre racing game in which it's possible to go up and, yes, down. And nobody in their right mind wants to settle for mediocrity. Do they? No they don't.

Jes Bickham





Alternatively... Wipeout 2097 9/10 PSM12 Air Combat R/10 PSS## 4/19 *PSM48* Plane Crazy

VERDICT



■ GRAPHICS: They're there, bet nothing special 6 GAMEPLAY Quite well hidden and tricky to control 5 It'e hard work. And not in good wey 5

Who wants to expend loads of effort trying to mester the tricky controle for so little reward? Why yoe'd have to be plein crazy! Best ignore...



■ PUBLISHER: Cryo Interactivo | DEVELOPER: Smart Dog ■ RELEASE DATE: ■ AGE RESTRICTION: ■ PRICE: 66,663 ■ STYLE:





[1] Ook, the sceaery is sice. [2] Six creft fram whi e. (3) There are weapons, too. Here's one. (4) Drive along the hooking, why nat? (5) A pilot.

# Gaming fans, keep the summer war chest firmly shut.

# You have no need of another floaty ship game ...

ow should one spend one's leisure time during the summer months? Playing videogames? Or disporting in the altogether beneath a sprinkling hose? On the evidence of 360. cavorting naked in the garden would seem the better option. A mere glimpse of this futuristicfloaty-ship fare causes a raft of Beavis and Butthead style sniggerage from spectators. Why? Because It's extremely poor. There are floaty ship games and there are floaty ship games. WipEout 2097, for Instance, remains a victory for common sense years after it was first published. How then, many moons down the line, can a software company produce a floaty ship game that is so inferior to the aforementioned?

Here's the basic premise of the thing. You choose one of eight futuristic hover ships which are rated

individually in terms of speed, acceleration, agility and armour. Then you proceed to hurtle along a selection of circuits, firing salvos and dispatching broadsides at impertinent rivals. And here's the rub. You can spin your viewing angle 360' to shoot at ships who are trailing behind you. Woo, and moreover, hoo! Actually, you only spin the view 180° to look behind you...

However, looking ia the opposite direction to where you're headed leaves you at a slight disadvaatage. You cannot see where you're going. Thea you hit a wall. And heck, if all those ships you've worked hard to overtake don't just fly on by. The ship's control is skittery in the extreme - the words 'intuitive' and 'feel' are currently residing on Mars at this juncture. Whereas Wipeout gives you a thrilling sense of speed, 360 is merely a perfunctory exercise in getting the darned crate around the circuit, there's no sense of actually being there.

When Pete Murphy's hair was flowing on the Maxwell audio tape adverts, he wasn't playing 360. No sir. Indeed, you can actually negotiate the circuits by tapping the shoulder buttons and not touching the control stick at all. There are three ship views in 360, but hilariously. the camera doesn't change the angle at which you view the proceedings. It just makes the ship disappear or move it further away. Jesus wept...

Hey, but there are tournament and time trial options. And two can play with the screen split and... Look. forget it. The game is positively medieval both in terms of control and visuals. Don't even think about it.

Steve Bradley





Ga head-ta-head with a pal. (2) The readered aceaes are the heat hits.

# Alternatively... Wiseout 2097 3/10 PSM12

Rapid Rocer	8/10	PSM25
W-Octane	8/10	PSMS
207	2/10	PEMHE

# VERDICT

N/Chatian	-	GHAPHIL
ayStation	•	GAMEPL
✓ Magazine		LIFESPA

Shoddy, badly drawa. Yui
III-coaceived, aloppy controls

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ANOTHER ENSEMBLE OF TIPPAGE TO ENJOY THIS MONTH, WITH SYPHON FILTER AND APE ESCAPE. PLUS YOUR PROBLEMS SOLVEO IN TOP SECRET'S NEW READERS SECTION. GET WRITING NOW...

### 108 POWERLINE

Pick up the phone, dial 09064 765765 and it's instant access to a world of hitherto unknown cheats and tips. Excellent.

# 108 POWERLINE TIPS

Gen up on the latest hints for Syphon Filter, Tai Fu, Triple Play 2000, Bomberman Fantasy Racing and Big Air.

# 110 SYPHON FILTER PART 1

Hark! The heroic angel, Gabe, sneaks his way love missile-like through the first half of our extensive Syphon Filter solution.

# 116 ANY QUESTIONS?

You want to know how to do what? Oh, go on then... Answers in full to your burning questions of the month, Get writing!

# 118 APE ESCAPE PART 1

Dribbling Gibbons on the run, part one... Bag a chimp and repeat to fade, as Top Secret shows you where the simians lie.











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We'll be featuring the newest additions to the Powerline each month along with classic cheats and readers' requests (so write to Oan Mayers at Top Secret). Cen't see the cheat you want

here? Give the line a try. Just call the number below and once connected press O to go to the game menu. Now just key in the five figure code printed top left on every game disc (and featured alongside the cheats below). If there are any tips and cheats for that game you'll hear them, so have a pen and some paper ready. As they say.

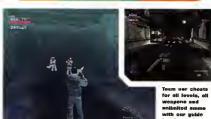
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# **POWERLINE**



for Syphon Filter starting on pege 110. It's too easy.

01910

# SYPHON FILTER

ALL LEVELS: Hit pause and highlight the select mission option. Press and hold the following combination of buttons, leaving the (8) button till last: (6), (9), (80, 60), no no so

ALL WEAPONS AND UNLIMITED AMMUNITION: Pause, select the weapons option and hold down 🚍 (5), (5), (6), (6) Again leave (8) until last. You'll have to do this for each subsequent level if you want to pick up the goods.

ALL SHOTS KILL WITH ONLY A SINGLE SHOT EVEN AGAINST FLAK JACKETED SOLDIERS:

Pause, highlight the objectives (a). You'll hear Gabe say "Understood" if you've done it right. Bear in mind it doesn't work on certain level bosses

WATCH ALL DF THE FMV SEQUENCES FROM WITHIN THE GAME: On the first mission, Georgia Street, Washington OC, head for the movie theatre where

you picked up the sniper rifle. Stand in the doorway of the movie theatre and pause the game. Highlight the sound option, press and hold . O. O. O. O. K it's worked you'll hear Gabe say "Got t." Get it wrong and you'll just hear laughter. When you un-pause, dant through the theatre doors and into the cinema proper & skips a movia sequence, E quits out of the film. Take some popcorn.

INCREASE THE DIFFICULTY: On the title screen, press and hold . @. co, co, co, xou'll hear Gaba shout "Oamn it" Likes an easy life does our Gaba.

01460

# T'AI FU

To activate the following cheat codes first enable the following cheat code from the map screan: (B), ⊗, (B), ⊗, ⊚, ↓, and ⊚. "Cheats Enabled" will show on the screen if you get it right

LEVEL BOSS CHEAT: From the map screen hit @, A, B, A, O, ⊕. ↓. ♠. ↑. →. ←. ↓. ↑. and







Unlaaah the tigar in Tai Fu and the black 'roe and white dineasur in BFR

☑. from hare you'll be able to access the full list of level bosses and levels

STORY SELECTION: Again on the map screen key in as, (A), as, (A), @. @. ↓. @. ↑. ←. →. ↓. ↑. and an You'll sea a manu of all the cut scenes available in the gama to choose from.

co, ♠, co, ♠, ↓, @, ♠, ↑. ↓. ←. →. ↑, and @ This combination should show you the rough sketches of characters as well as locations

CREDITS DISPLAY CHEAT: Key in end-of-game artwork, which includes For the next few cheats you'll have to input the following code at the beginning of every level you want to un un schoon

ALL FIGHTING STYLES: 19. (A) GB, ←, → and (A). You'll see "All Styles" up on screen if it works and be able to fight like a man. Or a tiger even.

ACTIVATE FULL CHI: Key in @. ♠, ⊕, ←, →, and @ Once this is activated you'll see "Full Chi" displayed on screen and obviously the character will be fighting fit, spiritually,

FULL HEALTH: Hit ⊕, ♠, ⊕, ←, →, and ⊚ and you'll have "Full Haalth" displayed on screen.

TEMPORARY INVISIBILITY: Enter in the following sequence as. (a). ⊕, ←, →, and ⊕. You'll be invisible for somewhere around 30 seconds.

or oir with aur all laccic and ell players cheats you fakie.



UNLIMITED LIVES: Key in EB. (A) B, ←, →, and ↑. Once this is up and running you'll see nine lives displayed on screen and rean the benefit of nine lives for the rest of the level. You'll have to re-enter it for the next level, though,

MORE BLOOD ON SCREEN: Hit (B), (A), (C), →, ←, and →. "Crazy Blood" will be emblazoned across the screen once you input this. You'll also be invincible for 30 seconds. Berserker

DOUBLE THE SIZE OF YOUR ENEMIES: Input 69, (A), 69, (-→, and ↑. Double-sized anamies will appear on screan and the bio boys will scream around that corner, it only works for 30 seconds though. Which is probably a good thing.

HALF THE SIZE OF YOUR ENEMIES: Hit the following and J. Half-sized enemies will flicker on the screen and you'll have 30 seconds to destroy the dwarves.

TBA

### TRIPLE PLAY 2000

INSTANT HOME RUN: Step up to bat holding all four shoulder buttons and hit (a), (a), (b), (c), (c),  ⊕ and → for instant scoring action. Easy

CONTROL THE CAMERA: Hold down the four shoulder buttons and press →, ←, ↑, ↓, →, ←. Turn the lans with as + directionals while as + directionals makes it swing round quickly, as makes it zoom out, ce makes it zoom in, @ for a high view and @ gives you a low view.

TRA

### BOMBERMAN FANTASY RACING

MORE MONEY: Save the game to a memory block, then save it to a different one. Head for the bank, salect Money Transfer, and start siphoning your funds from one card to the other.

HIOOEN ANIMALS: Buy up five kangaroos and all five dinosaurs. You'll then get a hidden Black Kangaroo and a White Dinosaur.

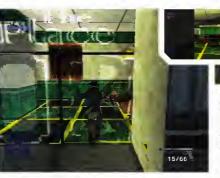
TBA

### **BIG AIR** ALL LEVELS AND ALL PLAYERS:

Head for the music selection screen and select 8link 182. (dammit), Then cue up 8link 182. [untitled] and quit the screen. As you leave, the game will be squeeling Blink 182, (untitled). Go to the character selection screen and hold down @ + @ + @ + & The words Blink 182 Rocks will appear and you'll be in the cheat mode...

# TOP SECRET

THOUGHT YOU WERE ON FOR A LEGACY OF KAIN GUIDE THIS MONTH? NO CAN DO, MY FRIENOS. THE VAMPIRES AT EIDOS HAVE RESCHEOULEO THE GAME'S RELEASE UNTIL AUGUST AND THUS WE'VE REPLACED IT WITH A GUIOE FOR THE SNIPERTHON THAT IS SYPHON FILTER. HAPPY HUNTING...



### **GEDRGIA STREET**

Dodge past the cop car and the CBDC chap and dart down the right-hand alley. Head past the subway and har and take nut the pair of terrorists holed up on the roof at the end. Pick up the M16's they leave behind and head off towards the bank in the bottom right-hand corner of your map. Another pair of bad guys to hit here, make sure you pick up the ammo they drop, grab the flak jacket from the box and head into the bank where Lian Xing calls for you to provide back up to the CBDC officer who's under fire.

As you make your way though the bank you'll stumble across a room full of terrorists Play Quick Draw McGraw and take them all out Xing buzzes you through to the next section where you'll need the torch to pick up the grenades. There's also a box of M16 shells in a room to the left. With everything picked

up, head back outside, shoot the guy on the roof opposite and make your way back to the start point. More guys fancy their chances in a gun fight, so shoot them and run into the subway where you'll find a flak jacket. The gate at the end's locked, but you can buzz Xing and she'll show you how to get through.

Run to the bar, duck inside and make your way to the left. You'll find a room here with a bloke to kill and a window to shoot out. Climb through the window and up on to the black box near the gate.



from which point you can swing across to the fron pole. Sither down and go left to the Grenade Launcher, then back to the gate. Blow the lock off the door and flick the switch to summon the elevator. which you can use to descend into the depths to find a switch that turns off the power. Kravitch (Lenny?) is your next target.

Head back to the blasted window and wait for Xing to give you a bell. You'll then find Kravitch holed up behind the bar with a bunch of troops. Kill 'em all and pick up the shotgun. Fire off a shot at the Comm Array in the corner of the room and amble through the open

you go. There's a bomb at the end for you to check, so take the left hand track until the explosive device pops up on the radar - just watch out for the train! There's a tunnel on the far left of the map you can use to get access to the basement. picking up a Flak Jacket on the way. Sneak up to the bomb and gasp as it goes up in Gabe's face.

### LEVEL TWO **OESTROYEO** SUBWAY

Mr Gabe's alive! Double back on





# TOP SECRET







lying around and head off towards the maze. You'll have to be very quick and accurate with your shots around here. Climb up to the Comm Array, but hold your fire. Xing directs you off towards Marcos, but you'll have to snesk round the maze and use the shiper rifle to short out the lights to get.

hold of him. From here it's time to

leg it back to Freedom Memorial,...

Call over a CSDC operative to disarm it and head off towards the statue where you'll find another bomb. En route Xing gives you a bell and tells you about a heavy hostage situation on the tennis courts. Head away from the tennis courts, taking the left-hand path and hit the terronsts hard by the park bench. Don't forget to pick up the flak lacket by the wall, and wait for Xing to direct you towards the satellite comm. Further down this road you'll find a pair of small shacks which hold another bomb, defuse it quickly and grab the M16 from the roof if you need it. Dash quickly back to the tennis courts where you'll find the fourth and final bomb.

You'll come ecross two hostages and two terrorists. Taser the one on patrol and shoot the other one in the head with your new night vision rifle. Pick up all the ammo



Boss time again – this one's Anton Girdeaux. Watch out for his flame-thrower, tuck in tight behind him and fire off bullets at the canisters on his back until he explodes. He's farrly nippy, so you'll need to use the pillars for cover and fire off shots when you can. Use the .45







for maximum penetrative power. Or failing that a machine gon. Heh.

### EXPO CENTRE RECEPTION

New York City beckons and you'll kick off with a sneaky stealth mission. DO NOT, under any circumstances get seen or it'll be game over. Take it slowly, but surely. When you see Phagan haading towards the door stop and

clamber up on to the left-hand ledge. Hit the two guards that pass by grab the HKS that they drop and run into the room with the strange rock formation. Smack the next guard by the door and head into the statute room where another guard's waiting to get tesered. After he's been hit, run round and out of the room making sure you're not seen.

Watch out for the last guard, he's a bit wily. Use the silenced 9mm to put e bullet in him and settle down for the cut scene. Then use the

super nife to take out. Benton and blag the keycard and G-18 machine gun. Give Xing a tirkle, head toward the left-hand gate and open it with the control panel. Shoot the guy on guard duty and go little the guy on guard duty and go little the door labelled Museum Staff Only. There are three guys hare to shoot out. The first one's simple, then you'll have to sniper shoot the pair finding behind the statue. Climb up to the locked door; blow the lock off and carry on through to the

next taserable bloke. Oropping down from here brings you out by the next keycard.

Head back up to the door near the fan, flick the switch end doals through the gate. Hit the two chaps here and pick up the legicard one of them drops, before flicking the switch to open the gate and heading down the life. Der through the blue door on the right and on into the Mars Room vis the







# TOP SECRET



Museum Staff Only door. Off the four bad guys in here and locate the switch. You can't use the switch yet so head back to the rocket and shout up to level two in the lift. A bullet in the elevator switch allows you up to the third floor. All the guards, bag another keycard and drop back

downstairs to the Mers eres, where the key opens the door. Keep blasting eway at the guerds, grab the K3G4 from the box and run beck to the space shuttle. Hang off the bridge, houl yourself up and over and dash through the blue door.

### EXPO CENTRE DINORAMA

Sneek through the door and cautiously kill the enemies Everyone will require head shots with the silenced 9mm, as they've all got flak jackets on. Rifle through the lockers for extra bits of kit and run towards the room above the glass dome. Hang on to the bers that run elong the ceiling, swing over to the middle and drop down. Dart into the corner of the next room, shoot out the terrorists, and pick up the keycerd one of them drops. Fly though the red door, hide

y though the red door, indebehind the TFex to shipe at the quards and locate the switch through to the next room. Shout out the guards and clamber up and over the aquanium to earwing on a conversation between Phagan end Aramov. Use the tasen to hit Aremov becouse you can't

actually kill her yet. Once this is done, clember up the dinosaur, shoot the



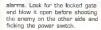
beddles and use the iron bars to your get across towards Aramov. Next tower up. Kazahkstan...

### RHOEMER'S BASE

Pop a cap in the first guard's heed and duck into the building on the right for the gas grandes. Sneak up behind the truck, kill the second guard for the PK-102 and shoot out the light for a bit of cover in the shadows. Another bloke heads

your way so take him out and dash towards the first gas tank. Plant e nugget of C4 on the front of the tank and listen to Xing when she tells you to cut: ell the power to the motion sensor. Take out the guard on the right end dash up the ramp to the walkway. Two of the guards leave the area so kill the one that hangs about, and head down the stains for the night rifle and gronades. Kill the next two guards with gas greandes and nine out the next pair when they're spart. That way you won't raise any





Spread a shroud of darkness across the room by shooting out the large light, then hit the guard in the building to the left. Plant a pile of C4 next to the tank and push on towards the right, sniping guards as you go. Shoot out the next light and dump enother load of C4 next to the tank. Head towards the finel tank where Gabrek's waiting and duck into the shadows so he doesn't spot you. Kill him with a gas grenede, then pick up the keycard and flak jacket. Use yet more C4 on the tank and kill the guards by the house on the right Doen the gate aheed with the switch and flick the next one with



the keycard Shoot out the lights once again and skip pest the truck. Down in the bunker you'll have another couple of guards to kill before bearing down the left-hand path.

### BASE BUNKER

Steer well clear of the electric fences or you'll be instantly fried.







Instead grab the flak jacket, heed for the junction and hit all the enemies lurking on the left. To the right is a switch which you can shoot to deactivate the fences. Creep through the first door on the left and whack the guy inside, you'll also pick up the first peir of the ten 55-23 missiles lying ground the level. Xing gives you e bell, so check the panels by the missiles end leave the room by the new door. Shoot out the guard there end the panel to open the fence through to the next section where you'll stumble across a couple of quarda to kill. Bear right and hit the new enemies here, before heading round the central room to pick up a fresh flak jacket. Yet more guards to hit here before opening the door ahead and whacking more soldiers inside. Pull out the missiles from this room with the panel and catalogue them.

Run off towards the right, away from the missel room, whack the guards and flick the switch on the left. Bart through the door and you'll be set upon from behind, shoot the devil and activate the remaining four missiles. Deah out through the other door, bear left past the guards, hit the fence controlling panel and run down the path to the right. Turn on the stevotor with the right hand switch and ride it up to the roof for the next major battle.

### BASE TOWER

Bag yourself some flak jackets and weapons, creep down the stairs and activate the panel on the rader. You'll be launched into a cut scene,







so after the talk head down the stars and wait for the helicopter. Stay out of the spottlight and strafe degonally to get the best shots at the chopper. With a few hits under your belt rill start to belch smoke and drop below the roof level. Watch out here, drop troops will spew from it's belly so smock them quickly and carry on targeting the copter. Don't run in a streight line or you'll die.

### BASE ESCAPE

It's time to escape and you've only got three minutes to get out of here. The whole level's about being so quick and accurate as possible. Back track along past where you killed Gabrusk, just staying out of the way of any enemes. Dodge the builets by rolling and strafing, but make sure you take out the final bloke with the shotgun. Otherwise hell pepper your backade with lead shot as you make your way to the Ulraine.

Tune in next issue for more sneaking and blasting hints. Top Secret will feature the second and final part of this essential Syphon Fitzer guide.



# burn rubber As undercover cop Tanner you play a hired getaway driver, with your skill behind the wheel taking you down Miami's sun-drenched roads, over San Francisco's world-famous car chase hills, through Los Angeles' neon-lit nights and into the hustle of New York.

# TOP SECRET

# **ANY QUESTIONS?**

BAFFLEO BY THE FATHOMLESS OEPTHS OF LARA'S LATEST?

CRASH BANDICOOT CITED IN DIVORCE PROCEEDINGS? DROP

DAN MAYERS A LINE AT TOP SECRET. HE'S HERE TO HELP...

### **OUTLAW JOE C WAILS...**

Congretulations on a fantastic mag, it's so good I just had to buy it Now, I was playing Destruction Derby 2 the other day, when I looked at the music and noticed that some of it's for bonus tracks only, I would like to know how to get these tracks as it'd make a good game even better.

Joe C Horndean

"So good you had to buy £"? Ah, if only all our readers thought of PSM's collective overdreft so generously... As for your **DD2** request you might care to skip along to the Champ Mode and input the following name.

MACS-POO As well as being a thinly-reliad reference to the inadequecies of a certain brend of home computer, it'll also open up all the tracks in the came.

### AHHH, ABRAHAM'S ESCAPADES

I was overjoyed to find the tips for Abe's Exaddus in PSM44, but I syill don't know how to enter the level codes! Please, please, please please, could you tell me how to put these codes in?

John Adams

Fife

Erm, the codes we gave in that issue waren't exectly codes. Rether



Digger the dumps and kin





Baka Abe back in Mudokas Mauling shacker. Joking. Ha's a very nice man.,

they were location references. If you pause the geme you'll notice in the top corner a series of digits. Thet's how you find the tocation of the secret stuff. As you go through each screen hit pause, find the metching reference end you'll be standing above the entrance to the hidden Mudokans Look out for a pile of empty green bottles enywhere nearby and thet's the hale you're after. Too tricky for you? Trust Uncle Dan... Here's an invincibility cheat to keep you going. Hit a end press ◎. ②. ◎. ⊗. ↓. ↓. ↓. ♠. Ø for an invincible Abraham, There's a level skip cheat. too. Hold co

 you won't be able to pick up the full Mudokan collection, so treat it with care.

### WORKING CLASS ZERO

Constructor I have been stuck on this game for some time now. I can get to level five, then & happens. My money goes down to a minus number. My houses start. blowing up. My bank manager wants his lean back and so do the Mob. My people start complaining. The council start complaining. The council start sending undesirables and I'm there tearing my hair out. Help! Edward Wilkes

Ashbourne.

Some of us get to

relax by the pool surrounded by a bew of Bruce Forsyth's hend-medowns. The girls, not the wigs. Others get hit with a liteny of disester end suffer the ignominy of wetching their houses collegge eround their ears Life ain't fair Eddy - get used to it. Still, constructive trouble's easily solved. Get yourself a level two house end make them punks. They'll start griping about a hedge, so drop the rent and you'll pick up some white marks. Carry on doing that until there are no black



### ANY QUESTIONS?

marks left and make them have kids. Your white marks can be exchanged for hard cash. That'll keep Mr Wolf from Mrs Door.,

### MIND THE GAP

I am writing to ask about Command and Conquer: Red Alert. In some levels there's a black cloud which fires Teslacoil beams. I would like to know if it's part of the game or if it's because I use cheats. Yours puzzled

### Robert Nimmo

#### Antrim

Oh Brother! Yes young Nimmo, it is part of the game and not the bug you suggest. Responsibility for your Teslacoil trouble lies with the bit of krt known as a gap generator. It'a kind of like a Klingon cloaking device and the only way to deal with it is to send in those troops. Once the darkness is penetrated your radars reveal the area and you're free to barrack the outpost with your artillery. We suggest a slice of the airborne variety

### DAISY'S CHAINSAW

I've just bought Tomb Raider 3 and can't get into the place where the maz was in TR1 and 2. I had a peek through the gates and saw a quad. I can't find the key anywhere and desperately want to have a resp. Is there any way of getting it even if it means cheating?

#### Crazy Daizy Telford

Daisy, you are truly mad as a Cossack. Who in their right mind would want to take a resp to a quad bike? Suraly a roughly hewn plank of wood would be better for the carpenter's most toothsoms of friends? Anyway, from the gist of your letter you seem to require entrance to Lara's raca track. Not being avarsa to bending the rules,







rely Lara Croft retures to the

perhaps you'd care to try this little code. Tap in the following keys while ambling around the mansion 00, 00 x 3, 00, 00 x 6, 00, 00 x 5. 03 00 x 2 and the gates should swing open. While we're on the subject of Lara's cheating ways. here are a few more tricks. Skip through the levels by tapping in . (D. (0) x 2, (D. (0), (D. (0), (D. (D. (D. x 4, 09, 69, 09 x 4, 69 While you're at it key in an x 2, an x 4, 03, 60, 00 x 2, 60, 00 x 2, 60 x 2, as, as x 2, as, to pick up just about everything - weapons.

### **ANY ANSWERS?**

Thanks to our Net Yaroze game Rocks And Gems, we've been inundated with requests for tips. Stand up Mrs S Scott and Mrs. B Jenning from the Shetland Islands. Ditto Ben Squire from Swansea. Since we're busy playing through Dino Crisis at the







# TOP SECRET

IT'S LIKE AN APIARY IN HERE. EXCEPT THAT WOULD MEAN IT WAS FULL OF BEES. OF COURSE. ANYHOW, FOLLOW THIS FIRST PART OF OUR APE ESCAPE GUIDE AND BAG A DOUBLE CENTURY OF FUNKY MONKEYS,

# APE ESCAPE



through the doorway by the entrence and you'll be looked in a cage. Fire off a pellet at the switch on the other side to release yourself, then fire away at the monkey riding the dinosaur. Snatch him up when he fells off and you're done.



A predictably easy opening level. There are four monkeys, but you only need three to get into the next bit of the game. Creb your cher, run up to each monkey and cetch them. Simple. Or perhaps not. There's another furry fool on a cliff to the right of the field. Sadly you won't be eithe to sarer him in your net until you've got your hands on the propeller.

### LEVEL 2 THE LOST LAND: WETLANDS

Ready to get your fur wet? The first monkey's streight ahead of you over the bridge, so dive into the water. You'll see the second one as you pop up for air. Thera's a third gibbon on the right-hand cliff through the tunnel and a fourth

over the water opposite that diff. Again you'll need the propeller to cetch the fifth monkey who's holed up on the diff to the right, just before you go through the tunnel. Diving from here sends you so far under water you'll espy another betoon to bog with the water net.

### LEVEL 3 THE LOST LAND: DINOSAUR AREA

Clock the entrance as you amble up the slope, but don't go in. Instead hang a left for the first few monkeys. There's one near the waterfall, another one tucked behind it and another under the pterodactyl's eggshell.

Head through the tunnel until you disturb the dinosaur with e monkey on his back (so that's why they all died out.)... Spook him and he'll charge towards you losing the chimp in the process. Bag him. Level cleaned now except one hidden up in the coman.

Again you won't be able to get the final chap until you've got hold of the slingback shooter. Dart



The monkeys are starting to get a little elusive now, but your monkey, rader should help you out a little. The first chimp is holed up in the third wasps' nest on the left. Ignore eny cloors in the area and scoop up all the monkeys in the main erea. There's one hanging from a trae, and another perched on a post. Don't get hit by the lasers though. Hop in the water, monkey

paddle through the tunnel to the dinghy and row over to the pier. Spot the wooden post? Clamber up for another monkey, hop back in the boat and head for the wooden wheel. A quick slep with the oer







### **APE ESCAPE**









to jump through into the water and catch the monkey on the grass shead. Finally, you'll find another gibbon in the campsite at the top of the tree trunk bridge.

Again, you'll need the propeller to complete this level. Head for that door near the antrance and use the bouncy platform to bounce across to the monkey on the grass. Jump in the river and swim up the tunnel without the post markers. Whack the monkey that tries to escape in the blimp thrice with your staff. There's another ape dengling from the tree to your right. Use the catapult to knock him down, then use the propeller to get up into the cliffs for the final monkey by the campsite.

### LEVEL 5 THE MYSTERIOUS AGE: MYSTERIOUS RUINS 1

A large part of this level is blocked off unless you've got that handy propellar. First grab the monkey waiting outside the circle and head

up the stairs towards the building at the top. Inside you'll find a brown square that drops you down to more water-based antics. Dive in and keep out of sight of tha monkey, swim to the bridge round the corner and sneak up on him from behind. Head back up the lift and leap across to the mainland and the big round building. Just past the little purple devils you'll find a monkey lying in wart, grab him, leap over the trap door and let the mankey drop you down below. There's a moving platform to cross, a monkey on the other side and platforms to negotiate for another baboon. Eventually you'll see a monkey at the top of a slope. You'll have to bag him to get back through to the main section, where you'll find another chimp waiting outside.

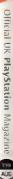
One you've picked up the propeller, come back hare to get the leftovers. One's straight ahead, than hop over the well with the propeller and bag the monkey in the middle. You'll find another little chap operating wind generators in the big hall to the left and another one on the thin ledge up above. There's another one skulking around at the building at the top of the floating columns, bag him and fall off to the left of the top column. Far from dying, you'll land on a cheeky little platform, where a monkey's sat

heatifically

LEVEL 6 MYSTERIOUS AGE: MYSTERIOUS RUINS 2

Make a leap over the barrels then push the block to open a gate and catch the monkey There's a hole in the wall through which you'll see a red switch. Whack a pellet over with the catapult and walk over the bridge which appears, then jump on to the moving platform and shoot at the switch on your left. The next bridge leads to another furry fellow.

Head back and walk





# TOP SECRET



ramaining fur balls. Drive the car through the gap in the green cage up ahead and you'll stumble across an easy catch. Then you'll have to clamber up the pool across the water to the top and use the propeller to float across to the tower shead for the ultimate monkey. Walking through here brings you to another platform with a switch behind pane of glass. A hafty wooden club comes in handy ..

### LEVEL 7 PRIMITIVE OCEAN: CRAGGY BEACH

This is dead simple. Four monkeys are on the beach. Two are frolicking, another's on a sun bed and another's lying on the hammock. Through the entrance you'll find the fifth sitting on the other side of the metal bridge.

Completion of this level, of course, requires three more monkeys. The first is over the metal bridge in a flying ship, the second is sitting on a high ledge on the other side of the bridge. Use the propeller to get over there. You'll need the dash hoop for the next bit. Head through the door across the bridge and hit the wheel inside, that'll open the door. Spin the dash hoops through the croquet hoops for the final mankey

### LEVEL 8 PRIMITIVE DCEAN: PRIMITIVE OCEAN

Hit the monkey on the back of the shark and catch him when he falls off, then swim through the gap on the right and hop on to the first platform and on up into the beanstalks. A monkey is holed up on the grass above, bag him and jump back into the water. Wander up the slope to your left and hit the wheel, before using the dash hoop to speed over the bridge and catch the chimp there. Jump back into the water and catch the swimming monkey then keep on paddling straight and catch the monkey on the other side.

#### LEVEL 9 PRIMITIVE OCEAN: GARBURIN'S ISLAND

Fire a pallet at the monster and amble through the gaping maw. The first mankey's up the ramp on the left, just watch out for the barrels. Hop down off the ramp and through the door on the right. Head through the level to the furry tonsil and whack it with pellets to turn on the lift. Now you'll have access to a tunnel that leads to a canyon and a couple of monkeys. Use the catapult to stun them, then scoop them in the bag. Standing on the switches in the opposite tunnel operates the doors, but you'll need the dash hoop to get through in time to beg the last pair of chimns

Of course, that's not the last of the critters in the level. Come back here with the propeller and the car and use the propeller to get up on to the ship. Bag the gibbon there and head back to the mainland where you can shoot through the door. There's a mankey round the corner, grab it and head back into



left over the bridge Kill everything in your way with a few strikes of the staff and smack the switch on the right to open the door. There's a switch inside, hit it to catch the monkey, then head back out and hit the other switch for another gibbon. Ignore the door ahead and walk left to the cog where a staff strike will bag you another choice chimn Coming back here with the

propeller and the remote control car will mean you can get through the other door and grab tha

### APE ESCAPE

the monster's mouth. Drive your car into the cuba to lure a monkey out, then turn and jump into the cave for another. Your penultimate monkey is inside the monster's belly, dangling from a hairy tonsil. Shoot him down with the catabult and he's yours.

### LEVEL 10 THE ICE AGE: ICE LAND

The first thing you see in Ice Land is a snowman out to clobber you. Whack him and head towards tha igloos where you'll find a pair of monkeys. Spin round and jump on the pole, smash the ice and bag the mankey hiding in the frost. Back on the snow you'll have to deal with the mammath patrols. Bag the monkey on the first woolly beast and head under the erch, up the slope and hit the big wheel at the top. Jump on the lift and catch a fourth monkey on the ledge to the right. Hop back on the lift and jump to the other ledge to get your penultimate gibbon. Now there's only one more to greb. Come back here with the propeller to pick up the one on the top of the arch.

### LEVEL 11 THE ICE AGE: SLIDE DOWN THE MOUNTAI

At last! You've got the propeller. Hover over the drop and head into the room where two monkeys are sitting at the table. Grab them and hover to the top of the mountain for another gibbon. Head through the door, up the stairs and you'll sae a monkey running away. Jump in the pool and bag him, then catch the other monkey on the platform to the right. Use the prop to get him, jump down and head up the slope, avoiding the snowball but catching the chimp at the top. The door on the left leads to a take and an island you can reach with the dinghy. Once there, a chimp tries to escape in a flying ship. Shoot him down and head over to the land on the laft. Bag another chimp in a flying ship and tiptoe across the thin walkway for another. Your final bahoon's in a cave to the right, but you'll need to dive under water to get to it.





### LEVEL 12 THE ICE AGE: SPA OF APE

The first monkey's down in the gap beneath you. Once you've caught him, dive beneath the waterfall for another one and jump out of the water and up to the raised platforms. Hover your way to the top and use the dash hoop to run across the falling bridge for the monkey on the other side. Follow the path around, and hover off the ledge on your left for the third. Back at the bottom of the

mountain, head through the door and shoot the bears to break the ica. Take first left, then left again and bag the mankey at the end. Flick the switch and make two left turns for your final chimp.

### LEVEL13

CIVILISATION: WASI SABI TEMPLE

Go upstairs, and bag all threa monkeys, then head through the door of the main building. Grab the gibbon by the table and the simian on the statue. Shoot the one on the roof and drop down the well for the sixth,

Clamber up the cabinets on tha right and hover over to the walkways for a pair of chimps Drop down the well again and jump across the pillars to the left until you reach the red switch. Smack it to open a hidden room and your final monkey.

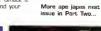


Use the moving platform and the first platform on your right to reach the first monkey. Follow the wall around to the door and grab the three mankeys in the middle. Head through the double doors and hit the switch on your left with the catapult to operate the lift. Walk round the wall at the top, double jump over the logs and drop off the tower on to the gressy platform for a monkey.

Back in the tower, hit the gong with your catapult to bag the gibbon in the flying ship. Hop down the hole, than down the pole for another, then make your way back to the lift which leads to your last monkey. You'll find the final priza just outside the double doors ahead.

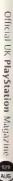
issue in Part Two...













# NEXT MONTH... APE ESCAPE PART 2







## GAME C H

## RTS



Aside from the leap to buy up the GTA bargain-of-the-month the top pairing of Ridge and the Solid are still going strong. It'll take some kind of game to squeeze between that pair, and even then it would be stuck between a rock and a very hard man indeed.

Lastly, as Janis
Joplin said, "Oh Lord/
Won't you buy me/A
game that's definitely
not that blasted
Rugrats thing..."



(3) GTA Double
Pack Take 2
"Cor blimey, ein'tche innit, it's e right
old cooken'ny knees up rehnd 'ene..."
As if the crime rate in London ien't
high enough a lexedy. Take 2's double
onth's a steal



[1] Ridge Racer
Type 4 SCEE
Hook the caravan up to the back of
your Assolute and cruise through
fragrant mountain trails. Obey the
append limit not at all



3 (2) Metal Gear Soild Konami Sneke'e elive! That is, ha should be if

Sneke's elive! That is, ha should be i you've mestered the Zen art of walking on tiptoes. There's e heart of derkness on the edge of Aleska..



4 (19) Brian Lara Codemasters The satisfying smack of leather on willow, tainted a touch by Englands dismal performance. A little dickle bird told us it's really rather good.



5(6) Rugrats THQ

A game about unhygienic rodents that inhabit old men's wigs. Not really. That would at lest be halfway entertaining. Which this isn't. At all.

V-RALLY 2 (PSM47 - 10/10)

6 (13) C & C RetaliationVirgin
7 (7) Premier Manager '99Gremlin
8 (23) Knockout KingsEA
9 (5) FIFA '99EA
10 (9) A Bug's LifeSCEE
11 (28) Resident Evil 2Virgin
12 (14) Tomb Raider IIIEidos
13 (4) Warzone 2100Eidos
14 (21) Populous The BeginningEA
15 (16) Crash Bandicoot 3SCEE
16 (11) Marvel Vs Street FighterVirgin
17 (27) Pool SharkGremlin
18 (8) Civilization II
19 (12) UEFA Champions LeagueEidos
20 (18) TOCA 2 Touring CarsCodemasters
21 (37) Gex: Deep Cover GeckoEidos
22 (17) Need For Speed: Road Challenge EA
23 (20) Spyro The DragonSCEE
24 (26) 4 PlayStation MegapackAcclaim
25 (36) Point BlankSCEE
26 (NE) R-Type DeltaSCEE
27 (33) Triple Play BaseballEA
28 (RE) Theme HospitalEA
29 (24) TenchuActivision
30 (RE) Actua TennisGremlin
31 (RE) MusicCodemasters
32 (35) Bust-A-Move 4
33 (RE) Cool Boarders 3SCEE
34 (RE) Tiger Woods '99
35 (38) RollcagePsygnosis
36 [RE] Colony Wars: Vengeance Psygnosis
37 (NE) Hard EdgeSunsoft
38 [29] KKND: Krossfire
39 (30) Colin McRae RallyCodemasters
40 (32) Wing Dver 2JVC

# PSM RECOMMENDS



and in the strongs and smalltons listed before of a spikeling any complexit central gEI or mers. In market is not exchangeable for each and a non-recoveration.

WALID FROM 12 JULY TO 5 AUGUST 1999



Slip, slide, slip, slide, slide some more. Ooops there goes the back end, roll out the barrels. Haven't got time to look at the scenery, but am sure it's very nice. Look out for the rocks...

SYPHON FILTER (PSM47 - 8/10)



Place gauze over tube, insert into container full of liquid and suck, ergo Syphon Filter. It's a sneak 'em up, you're the filter, unwelcome agents are your target. APE ESCAPE (PSM47 - 9/10)



Gorillas have been mythed. Strap on your analogous paddle and track the fellows down. Be warned, they're not simple simians. More like problematic primates.

PRO 18 WORLO GOLF (PSM46 - 8/10)



Anyone for tee-ness? Most of us at PSM get hay fever, so indoor golf relieves us of a world of eye dribbling. Do wish people wouldn't wear plus fours to work though...

門目

Stop

Welcome to the World Wide PlayStation Reload Search Guide Back Forward Home Images Print Securitu

### A grey and white carrot cruncher that walks and talks with attitude? Who else could it be?



eemingly boundless energy, wascally attitude, supersuave image... Bugs Bunny is a legend in his own lunchtime. Created in 1940 by Ben Hardaway, Bugs

has been nominated for three Academy Awards, actually winning one in 1958. No surprise then, that he has also been the star of countless videogames, games that have been guaranteed success thanks to Bugs Bunny's endearing character and enduring popularity. Infogrames are the latest publisher to jump on the Looney Tunes bandwagon with Buas Bunny: Lost In Time - Bugs' first outing on the PlayStation.

With more sites than a London bus tour, Bugs' fan base makes South Park look like the animated amateurs they are. The Web holds almost limitless images for your perusal, products for your purchasement and pages to pick.

For something guaranteed to make you the life and soul of any party (well, ish), take a gander at the cartoon karagke section of the official Warner Brothers site, which also lists information about

the company's films. There's even more animated antics over at www. looneytunes.com, where you can play Shockwave games, check out the hot spots and listen to the original Superman radio hmadcasts Maybe

Over at Melissa's Bugs Page you can gaze in awe many of the most famous moments from his cartoons at a glance. Other sites look into the more political connotations of some of Bugs' cartoons and how they reflect on circumstances at the time of production. Sight gags, slapstick, sublime animation, sociological dissection... Bugs Bunny: a 24-carat star. Catherine Channon

### WHAT'S UP DOC? CHECH THESE OUT ...

Official site: www.warnerbros.com All your loaney Tunes laves: www.loonevtunes.com

Melissa's Suga Page: www.dragg.net/users/ pennywitt/bugs/bugs.htm

The full story of Tex Avery's animation:

www.texavery.com/story A must for any awinging party: www kids

warnerbros.com/karaoke





Acclaim 0171 344 5000 www.acclaimnation.com

Moreau House, 112-120 Brompton Road, Knightsbridge, London, SW3 111

Activision 01895 456 700

Gemini House, 133 High Street, Yiewsley, Middlesex UB7 70L

Bullfrog 01483 579 399 www.bullfrog.com

The Mana House, Unit 1A, Guildford Business Park, Guildford, Surrey, GU2 5AG

Codemasters 01926 814 132

www.codemasters.com

Stoneythorpe, Southam, Warwickshire CV33 ODL

Core Design 01332 297 797 www.core-design.com

SS Ashbourne Road, Derby DE22 3FS

Eidos 0181 636 3000 www.aidos.co.ak

Wimbledon Bridge House, 1 Hartfield Road, Wimbledon, London SW19 3RU

Electronic Arts 01753 549 442

90 Heron Drive, Langley, Berks, SL3 8XP

Fire Int. Ltd 01302 325 225

Unit 15, Shaw Wood Business Park, Shaw Wood Way, Doncaster DN2 STB

Gremlin 0114 263 9900

www.gremiln.co.uk

The Green House, 33 Bowden Street, Sheffield, South Yorkshire S1 4HA

Groller 01865 264 800

grotier.co.ak 60 St Aldates, Oxford, OX1 1ST **GT** Interactive www.gtinteractive.com

0171 258 3791

The Old Grammar School, 248 Marylebone Road, London NW1 6IT

Interplay 01628 423 666 www.interplay.com

Harleyford Manor, Harleyford, Marlow, Bucks SL7 2DX

JVC Interactive 0171 240 3121 www.jvc.com

44 Wellington Street, Covent Garden, London WC2F 7BD

Konami 01895 853 000 www.konaml.co.uk

Konami House, S4a Cowley Mill Road, Uxbridge, Middlesex, U88 20E

Mindscape 01293 651 300 www.mindscape.com

Tilgate Forest Business Park, Elm Park Court, Brighton Road, Crawley RH11 9YP

Ocean/Infogrames 0161 827 8000 www.iniogrames.com

21 Castle Street, Castlefield, Manchester M3 4SW

Osygnosis 0151 282 3000 ww.psygnosis.com

Napier Court, Stephenson Way, Wavertree Technical Park, Liverpool L13 1HD

SCEE 0990 998 877

www.playstation-earope.com PlayStation Careline, PO Box 2047, London WIA 3DN

Take 2 Interactive 01753 854 444 www.tekezgames.com

Hogarth House, 29-31 Sheet Street, Windsor, Berks SL4 1BY

Team 17 01924 267 776

www.team17.com Longland House, Wakefield Road, Ossett, West Yorkshire WFS 9IS

Virgin Interactive 0171 551 0000 www.virgin.com

74A Charlotte Street London WIP 11R



### PSM GAMES DIRECTORY





FIFA '99

P5M40 - U/10 - Football sim

We say: "The pace and skill are married to a very intuitive control system."



NBA LIVE '99
PSAM1 - E/10 - Resketball sim
We says "The best basketball sim. Exciting
for the novice, absorbing for the die-hand."



ANNA KDURNIKOVA'S SMASH CDURT TENNIS PSM4E - 8/10 - Tensis siss We say: "It's an arcade gem -- pure genius."



BITE-SIZED MORSELS OF *PSM* REVIEWS STUFFED INTO NINE FACT-PACKED PAGES TO HELP YOU SDRT THE GREAT FROM THE GARBAGE. THAT'LL BE THE A TO Z THEN...



ACE COMBAT 2 SEEE – PSM27 – C/10 – Right sim Fantastic, full on flight action, but you can finish it in a day.

ACTUA GOLF Grentin – PSMS – 6/10 – Golf sime The fluid player animation and commentary are great. Fore!

ACTUA GOLF 2

Bremlin – PSM22 – 7/10 – Golf sim
Better graphics and new shots fail to
hide basic gameplay limitations.

ACTUA GOLF 3

Gremlin - PSM48 - 8/10 - Golf sim

A dated control system means this is a game for the full-on golf fan only.

ACTUA ICE HOCKEY Grentin - PSM30 - 8/10 - Ice bookey sim

Very ordinary game with slow graphics and many minor niggles. ACTHA ICF HOCKEY 2

Gremlin – PSN45 – 1/10 – Ice hockey sim Nice try, but EA's NHL series wins on realism alone.

O ACTUA SOCCER

Gremlin - PSM3 - 2/10 - Football sim

A slick and accomplished early bash
at this overcrowded game genre.

O ACTUA SOCCER 2

Sremlin – PSM27 – 9/10 – Football sim
A hard game to master, but stick
with it, A great footy game.

ACTUA SOCCER 3

Grentin - PSM40 - 8/10 - Football sim
Nol enough moves and fails to
convey the sport's flowing nature.

ACTUA TENNIS
Grentia – PSM38 – 8/10 – Teanis sim
The Infinitely more fun Smash Court
Tennis remains supreme.

ADIOAS POWER SECCER
Psymmass - PSM6 - B/10 - Football sim
The George Best of footy sims: wild,
eccentric, but oh so captivating.

ADIDAS POWER SOCCER 2 Psygnosis - PSM28 - 7/10 -Football sim

There are better footy games around, but this has grit and flair.

ADIDAS POWER SOCCER INT. Psygnosis - PSM18 - U/10 -Football sim

New modes and more realistic learn and player abilities. Not much else.

ADIOAS PDWER SOCCER '98
Psygnesis - PSM35 - 8/10 Footbell sim
Disappointing and often infuriating.

Packed with minor glitches.

AOVENTURES OF LOMAK

Psygeosis – PSM13 – 8/10 – Platforme Fine looking, but very old-fashioned. Would have been ace on the SNES. AGILE WARRIDR

Virgin - PSM3 - U/10 - Air combat sine Rough and unpolished flight 'em up with a few redeeming features.

AIR COMBAT
SCE - /SM1 - 8/10 - Air combat sim
Flashy Namco arcade conversion.
Too easy for unguarded acclaim.

AIR RACE
THU - PSM26 - 7/10 - Recing/Right aim
Pleasantly surprising. Obvious faults,
but robust, smart and fun-filled.

AIV EVOLUTION GLOBAL Accisim – PSM9 – 7/10 – Strategy Snapplly titled Sim-City clone, Deep, challenging, but slow in places.

AKUJI THE HEARTLESS Eides - PSM42 - 8/10 - 30 edvecture Snuggles between Doom and Tomb Raider. No nonsense adventure.

ALIEN TRILOGY
Acclaim – PSMS – 8/10 – Shoot 'em up
Pant-wettingly-scary Doom clone
with focus on intellect and agrity.

ALL STAR SOCCER
Eidos Interactive — PSM23 — 8/10 —
Football sim
Comedy commentary tries to uplift
this medicare footy sim. It fails.

ALL STAR TENNIS
Ubi Seft – PSM40 – 7/10 – Teneis sun
Not great for the lone player, but
those with a Multi Tap should
investigate further.

ALLIED GENERAL Mindscape — PSM28 — L/18 — War geme

Dated, graphically hideous war game with few gameplay plus points.

ALONE IN THE DARK

Integrames – PSM2 – U-10 – Acties
One of the most picturesque and
playable adventures around.

O ALUNDRA

Paygeosis – PSM31 – 8/10 – RPG

Zelda for the PlayStation. Absolutely,

compulsively addictive.

ANDRETTI RACING '97

EA - PSRF11 - T/10 - Racing sim Varled, fun, but slightly clunky racer. Pales in comparison to Ridge Racer.

ANNA KOURNIKOVA'S SMASH COURT TENNIS SCEE – PSM46 – 8/10 – Tennis sim Its styling and cruelty won't appeal

Its styling and cruelty won't appeal to everyone, but it's an arcade gem.

O APE ESCAPE

SCEE - PSM47 - 9/10 - Platformer The best platformer yet. Instantly amusing and enjoyable.

APOCALYPSE Rctivisien - PSM47 - 8/10 - Shoot

Flawed, but has a je ne sois quoi that makes it stand out.

AREA S1
61 - PSM21 - M10 - Shoot 'em up A tedious, repelline, unforgivably

slow Time Crisis forebear.

ARMOUREO CORE
SCEE - PSM35 - U/10 - Shoot 'em up

SERE - PSM37 - WTU - Shoot 'en up Engrossing, weapons grade mech action and variable missions too. ASSAULT TES - PSM37 - 8/10 - Shoot 'em up

Tension-relleving blasting, but with aiming problems and unfair deaths.

ASSAULT RIGS
Psygnosis - PSMZ - 1/10 - Combat

Bottle Zone-inspired, hunt-and-blast title with a great two-player option. ASTERIK

lefogremes - PSM48 - 3/10 -Pistfermer/stratety A sub-standard fusion of a Risk clone and a dull collect 'em up. ASTERDIDS Activisien- PSM41 - 7/10 - Retra

shoot 'em up Fun and addictive, but never more than a blast from the past.

ATARI COLLECTION 2, THE GTI - PSM36 - 7/10 - Retro cellection The best retro game compilation, but most games fail to hold their own.

ATLANTIS Crys - PSM38 - E/16 - Point 'n' click adventure

No looks or charisma. Try harder.

AUTD OESTRUCT

AUTO DESTRUCT

EA - PSM29 - 6/10 - Vacing /strategy

Not all bad. Bones of the game are
good but it soon becomes repelitive.

AZURE DREAMS
Konami - PSM37 - 7/10 - RPG
Intriguing but quirky, if it appeals to
you, you'll be hooked for weeks.



B-MOVIE GTI - PSM48 - 8/10 - Shoot 'em up Contains depth and manages to stay

fresh despite its simple premise.

BALLBLAZER
EA - PSM23 - L-10 - Future aport sim

Lacklustre update of the ancient Commodore 64 title. Stick to footy.

BATMAN & ROBIN

Recisim – PSM35 – 8/10 – Recade/sdventure Too many ideas, none of which come to anything worthwhile.

BATTLE ARENA TOSHINOEN
SCEE – PSM1 – B/10 – Reat 'em up
This weapons based 3D punch-up is
a key title which still impresses.

BATTLE ARENA TOSHINDEN 2 SCEE – PSM7 – 7/10 – Reat 'em up Disappointingly similar sequel which only adds extra graphical finesse.

OATTLE ARENA TOSHINDEN 3 SCEE - PSM24 - 7/10 - Beat 'am up Marginally better than its prequel, but still no contender for Tekken.



#### BIG AIR

EA - PSM46 - 4/10 - Seewhoard nim The kind of game you'll only play when you're bored - very bored

### **BIG HURT BASEBALL**

Acclaim - PSMS - 1/10 - Baseball sim The visuals are really all that moress in this flawed sum

GTi - PSM37 - 7/10 - Beat 'em op Provides hearty laughter and bloodstained enjoyment. Good fun

### BLACK DAWN EA - PSM13 - 8/10 - Air combat sim

Decent helicopter game with good visuals and challenging missions

#### RIGMI MACHINEHIAD EA - PSM11 - 8/10 - Boam 'e' sheet

Nice-looking sci-fi blaster with the odd interesting touch BLAST CHAMBER

### Activision - PSAF13 - 7/10 - Puzzler

Innovative and mentally challenging puzzle/shoot 'em up crossover. BLAST RADIUS

### Psygnosin - PSM35 - 8/10 - Sheat

Thoroughly enjoyable arrade style shoot 'em up.

### BLASTO

SCEE - PSM36 - 8/18 - Adventure A cartoon cavalcade of insanity. If poly it was faster.

### BLAZE & BLADE: Eternal Duest

FueSaft - PSM47 - 6/10 - BPG Nice try FunSoft, but not really very practical. Doesn't cut the mustard

### BLOOD OMEN: LEGACY OF KAIN

BMG - PSM17 - 7/10 - RPG Ambitious yet Ilmited hack 'n' slash affair riddled with small flaws

### BLOODLINES SCEE - PSM45- 7/10 - Future sports

Hard and fast action in spurts, but very little else

### BLODDY ROAR: HYPER BEAST OUEL

Victin - PSM29 - 8/10 - Real 'em un Lack of fighting style variety, but heaps of strategy and a visual Iteal.

### BLOODY ROAR 2: BRINGER OF THE NEW AGE

Virgin - PSM44 - 8/10 - Beat 'em un A quick, responsive fighting machine with some strategy thrown in.

### BOMBERMAN

Virgis - PSM47 - 7/10 - Aresde game What's dull for one player is delicious for five.

### BOMBERMAN FANTASY RACING

Virgia - PSM47 - 6/10 - Arcada racas No amount of tricks can mask the awkwardness of your mounts. If only there was a four player mode

### BOMBERMAN WORLD

SCEE - PSM34 - 6/10 - Areade come Adequate, but has Irritating control foibles. Good multiplayer mode

### RRAHMA FORCE

JVC - PSM38 - 7/10 - Shoet 'em ui Kileak returns, but despite some clever features, no real improvement

### BREAK POINT

Ocean - PSM13 - 7/10 - Tennia nim Slightly over-complicated, but a good

### racket workout, nevertheless BREATH OF FIRE III

Virgin - PSM35 - 8/10 - BPG reat fun Japanese RPG. A cross between Vandal Hearts and FFVII

#### RRIAN LADA CDICKET Cedemastere - PSM38 - 2/10 -

Cricket sim A well executed cricket sim and enjoyable to play, Six! Erm, eight!

### O BROKEN SWO

SCEE - PSM11 - 8/10 - Adventure A beautifully crafted epic awash with atmosphere and Parislan chic.

### O DROKEN SWORD II THE SMOKING MIRRO

SCEE - PSM27 - 8/10 - Adventure One of the most atmospheric adventure games money can buy

### BUBBLE BOBBLE 2

Virgin - PSM20 - 8/10 - Platforme Compelling gameplay. Cule graphics. Great longevity, Nuff said.

Grentin - PSM38 - B/10 - Racer Fun, but ultimately lacks the kind of

polish modern gamers demand.

SCEE - PSM43 - 8/10 - 30 edventure Only the utterly embryonic will glear anything from this family affair.

### **BUSHIOO BLAGE**

SCEE - PSM28 - 8/10 - Knife 'em ua Not for the squeamlsh, but a welcome revamp of an old genre

### BUST & GROOVE

SCEE - PSM38 - 6/10 - Gauce 'est up Almost arousing to watch, but

### occasionally repetitive to play.

O DUST-A-MOVE 2 Acclaim - PSAt6 - 2/10 - Puzzler

### Simple, yel infuriatingly addictive,

Tetris-style puzzler. A near legend. O BUST-A-MOVE 3
Acclaim - PSM31 - 8/10 - Puzzini

The most addictive two-player game This side of chocolate.

### **BUST-A-MOVE 4**

Acclaim - PSM40 - B/10 - Puzzler No improvement, but It's still a furiously addictive two-player game.

#### CARDINAL SYN

SCEE - PSM33 - 6/10 - Beat 'em op Quite cool, really, but too easy and not enough variety.

#### CARNAGE HEART SCEE - PSM28 - 8/10 - Combut

Intensely absorbing and addictive, but mentally demanding.

SCEE - PSAf13 - 8/10 - Puzzle same Cutesy exploration title with a fev new twicte

### CASTLEVANIA: SYMPHONY OF THE NIGHT

SCEE - PSM28 - 7/10 -

### Platformer/adventure Playable and vast, but lacking

sparkle and proper 3D.

### CHEESY

Ocean - PSM8 - 7/10 - Platforme Old-fashioned and out-dated piatform romp with unfortunate title

### CHESSMASTER 30

Minducape - PSM7 - 7/10 - Chess sim Competent, nicely-presented chess title with classical soundtrack

### CHILL

Eiden - PSM32 - 8/10 -Seowboarding sim
Proficient snowboarding game, but it lacks anything innovativ

#### O CIRCUIT BREAKERS Mindacape - PSM33 - 6/10 -

Addiction alever considered top

### down racing. Best with four players. O CIVILIZATION II

Activision - PSM45- 9/10 - Strategy Incredibly addictive, involving and beautifully structured

### COLINI MCRAE RALLY

Codemustere - PSM35 - 9/18 -Arcade racar

### Compulsory purchase for racing fans COLONY WARS

Psygnosis - PSM26 - 7/10 - 30 space combat Stunning and well-designed, if you're

### prepared to make the effort. O COLONY WARS - VENGLANCE

Payenosis - PSM38 - 8/10 - 30 A challenging and compelling space

### combat game. A lop sequel.

COMMOND & CONDRED Wrgin - PSM15 - 9/10 - Military strat

Brilliant conversion of the God like PC original. Make war, not lo

### COMMAND & CONQUER REQ Virgin - PSM37 - 7/10 - Real-time

ary strategy Red Alert fans will lap it up, but there's not much new here

### CONSTRUCTOR Acclaim - PSM48 - 8/10 -

Macagement sam You'll need a mouse to enjoy it, but too few titles have its depth.

#### COOL BOARDERS 2 SCFF - 85M28 - 8/10 arding sim

Detailed sports sim, supercool arcade racer plus wish fulfilment.

### COOL BOARDERS 3 SCEE - PSMAR - 8/10 -

Snewboarding nim It could have been indispensable. As it is, it's merely excellent.

### COURIER CRISIS

BMG - PSM27 - 1/10 - Bike 'om up Loads of fun for half an hour, then utterly tedious.

### CRASH BANDICOUT SCEE - PSM18 - 1/10 - 30 platformer

A big, stylish and engrossing addition to a much-abused genre.

### CRASH RANDICOUT 9

SCEE - PSM27 - 8/10 - 30 platformer More of the same, Though still very

### ○ CRASH BANDICOUT 3 SCEE - PSM40 - 8/10 - 30 platformer

pretty and great fun.

Consist finest hour Sheer bulliance

### CREATURE SHOCK flata Fant - PSM4 - 7/18 - Short

An FMV experiment which fails as

### both same and visual experience

CRITICAL DEPTH STi - PSM28 - 7/10 - Shoot 'em up A decent enough all-action game. Good fun on a rainy afternoon

### CDITICORS

Virgie - PSM3 - 7/10 - Seat 'em us A challenging combat game that only reveals its depths with time.

EA - PSM25 - 7/10 - 30 platformer Superb graphics. The level design could be more imaginative, though.

#### CRDC 2 For - PSM46 - 8/10 - 30 platfo

Better, bigger and prettier. Can be frustralingly difficult, though. CROW: CITY OF ANGELS, THE

#### Acclaim - PS&F1S - 8/10 - 8 do Hopelessly out-of-date conversion of an equally poor film. Stay away!

CRUSAGER: NO REMORSE ER - PSM18 - 7/10 - Adventure The Iricky controls and raw graphics

### conceal a challenging game CRYPT KILLER Konomi - PSM18 - 8/10 - Shoot

'ent un Adequate, but not very memorable conversion of an arcade shooler.

### CYBERIA

Interplay - PSM7 - 5/10 - Adventure Pie-rendered storybook adventure, which has always looked dated.



im - PSM3 - 8/10 - Advestere A well-produced and engrossing experience which ends too quickly.

### DARK FORCES

Wirgin - PSM17 - 8/10 - Shoot 'em up A lazy, dated Doom clone. The Force is certainly not strong in this one.

#### DARKLIGHT CONFLICT EA - PSM27 - R/10 - Space blust Satisfying 3D shoot 'em up with a

nod to Elite and bags of gameplay. **OARKSTALKERS** Virgin - PSM12 - 7/10 - Bent 'em up A sound enough beat 'em up but no

GTi - PSM33 - 8/10 - Feture sports

### Street Fighter Alpha. DARK STALKERS 3

Virgia - PSM45 - 8/10 - Goot 'em up appeal to the hardcore light fan. **DEAD BALL ZONE** 

### TOP FIVE

### SHOOT 'EM UPS



DUKE N IKEM: TIME TO KILL M38 - 8/10 - 20 shoot 'em up/adventure



### FINAL DODM

PSM13 - 0/10 - 30 shoot 'em op We say: "You can never get enough of this



### TEMPEST X PSM15 - 9/10 - Shoot 'em op

This is one of the best shoot 'em



### SYPHON FILTER PSM47 - 8/10 - Sheet 'em mp



### TIME CRISIS

PSM27 - 8/10 - 30 ercade shoot 'em up "Welcome to the best shoot 'em up up since Smith and Wesson."

### PSM GAMES DIRECTORY

### TOP FIVE RACERS/DRIVERS



V-RALLY 2 *PSM47* – 10/10 – Racing gamo say: "it's an all round party six of a game



RIOGE BACER TYPE 4 45 - 8/10 - Arcada recer

Those who are turned off by tuning ines will find their need for speed here.



**GRAN TURISMO** PSM32 - 10/1R - Racing size Gran Turismo is the hest raring



DRIVER PSM44 - B/10 - Car chaser us to fook at and satisfying



**COLIN IMCRAE RALLY** PSM35 - 9/10 - Arcade recentracing sim We say: "Calin McRue Rolly will require your concentration and wit to defeat it."

A decent luture sports game, but not as good as the 16-bit Speedhall

### DEAD OR ALIVE SCEE - PSM34 - B/10 - Deat 'em up

Lots of polish and gameplay, Still secondary to Tekken 3, though,

#### DEATKTRAP DUNGEON Eides - PSM37 - 8/10 - Adventure

Not a Tomb Raider beater, bul a solid, well-designed 3D romp.

### SCEE - PSM3 - 9/10 - Action/strategy

Tense, atmospheric strategy centred shopter Doom with a brain

Interplay - PSM4 - S/18 - 30 bleater ngly good conversion of a great PC title. Huge and addictive.

### DESCENT 2

Interplay - PSM27 - 7/18 - 30 bleater An impressive sequel which suffered through comparison to rivals.

#### DESTRUCTION DERRY Paygnosis - PSM1 - 7/10 - Rece

Exhilarating crash-and-smash racer let down by a few key faults.

#### O DESTRUCTION DERBY 2 Psygnosia - PSM73 - 9/10 - Racer

A total visual and gameplay overhan of the original title, Brilliant stuff,

### DEVIL DICE SCEE - PSM47 - 7/10 - Strateur

puzzio game

### Eccentric puzzler that intrigues and frustrates. Needs plenty of patience

EA - PSM33 - 8/10 - RPE/action Fun blend of arcade action and RPG

### easy to play but not the best

DIE KARD TRILINGY EA - PSM10 - 8/10 -

Three good games for the price of one. Glitchy, but good value

Psygnosia - PSM7 - 7/10 - Adventure Tough point 'n' click puzzler which captures Pratchett's humour well.

### DISCWORLD 2: MISSING PRESUMED...?

Psygnosia - PSM28 - 7/10 - Adventure you're a Pratchett fan, buy it now. If you're not, don't.

#### DISCHIGHTE Interplay - PSM73 - 9/10 - Shoot

'em up Stunning scenery, slick looks and

### design. A great alternative to Doom.

DIVER'S DREAM Kenami - PSM45 - E/10 - Brying aim A reasonable game that's over far

### **ODDGEM ARENA**

Black Friar - PSM42 - S/18 - Future aports aim Spon loses appeal. Only obsessive Wamp Rat hunters need apply.

### C DODA GT - PSM2 - 9/10 - Shoot 'em op

The classic 3D blaster brought with spooky brilliance to the PlayStation.

6Ti - PSM44- 8/10 - Car chaper

Gorgeous to look at and satisfying to play, this is nigh on perfect.

### DUKE NUKEM

6Ti - PSM28 - 8/10 - Shoot 'em up Essential addition to your collection. A supreme one-player game.

### O DUKE NUKEM: TIME TO XILL

6Ti - PSM38 - 9/10 - 3D seiventure

#### Nothing new bur delivers all the goodies in one bundle. A loy to play

DYNASTY WARRIDRS

### Bcean - PSM24 - 8/10 - Rest 'em up

acks the frantic appeal of Soul Blade, but still packs a punch.



### **EARTKWORM JIM 2**

Virgin - PSM11 - 9/10 - Platformer Adds little to the genre, except a nny hero and cartoon graphics.

SCEE - PSM20 - 8/10 - Shoot 'em ou A number of clever touches lift this above standard Doom-clone fare.

#### O EVERYBODY'S GOLF SCEE - PSM34 - B/10 - Golf name

Cute, well-packaged, very desirable. A superb little game

### **EVIL ZONE**

Titus - PSANA7 - Q/10 - Rest 'em up Loads of neat touches and effects can't stop this being an also-ran.

#### **EKCALIBUR 2555A0**

Telstar - PSM78 - 7/10 - Adventure Tolerable action adventure. overshadowed by Tomb Raider.

RMS - PSM18 - 8/18 - Shoot 'em up Egyptian themed shooter with nice engine and good graphles.

### EKPLOSIVE RACING

JMI - PSM24 - 9/10 - Racing pame A cartoon racer which tries har be different, sacrificing playability.



### ED MADNAGED Enlos - PSM47 - 7/10 -

Management sim It's bad, but brilliant at the same time. Basically It's one for hardcore fonty lans only

#### FADE TO BLACK EA - PSAM - 9/10 - 30 advanture ospheric adventure yarn which

suffers a few niggling eccentricities. **FELDNY 11-79** 

### ASCII - PSAS26 - 7/10 - Racing game inadequate in many ways, but irs

entertainment value masks its flaws. FIFA SUCCER '96

#### EA - PSM2 - 7/18 - Football aim Impressive at the time, but now rather stodgy and average looking.

FIFA '97

EA - PSM75 - 7/10 - Football sim A fiddly game of football. Remains the worst of the FIFA games.

### FIFA '9B: WORLD CUP

EA - PSM28 - 8/10 - Football sim Supreme playability and smart graphics make this a surefire bit

EA - PSM48 - 9/10 - Football sim Pace and skill are coupled with a very instinctive control system.

O FINAL COOM

### improvements. Essential.

GTi - PSM73 - 9/10 - Shoot 'em up 30 scary new levels and some visual

### O FINAL FANTASY VII

SCEE - PSM26 - 10/10 - RPG A brand-new standard of excellence for the PlayStation,

### FLUIO

SCEE - PSM36 - 7/18 -Interactive music

Relaxing post-club fare and otherworld experience.

### O FORMULA 1

Psygnosis - PSM77 - 9/10 - F1 aim A realistic and immensely playable

### F1 racer.

O FORMULA 1'97 Psygnosia - PSM24 - 8/10 - £1 aim Superior in every regard to the 1996 original. A racing game landmark.

### FORMULA 1 '9B

Psygnosia - PSM38 - 7/10 - F1 aim F1 '98 is no better than F1 '97, ti's also no better than Fz...

SPECIAL EDITION Telator - PSM37 - 7/10 - Recei Great racer. Works we'll as a sim and

### as an arcade experience.

FORSAKEN Acclaim - PSM33 - 8/10 - Shoot

#### 'em up Striking, fun to play, but madequate

feel of your craft lets II down.

### FITTIRE COD- LADO EA - PSM38 - 8/10 - Shoot 'em up

Surprisingly addictive. Two-player and single modes are excellent.



THO - PSM37 - 7/10 - Shoot 'em up Some good gameplay, but repetition and enemy firenewer mar it

#### RANG - PSASA - 7/10 - Blatformer Run-of-the-mill lizard based jumper. Plenty of tasks, though.

GEX 30: ENTER THE GECKO BMG - PSM32 - 8/10 - 30 platfo Polished, handsome and fun-

#### GEK: DEEP COVER GECKO Eidas - PSM45 - 7/10 - 30 ala

More of the same with knobs on, but enjoyable nonetheless.

### GHOST IN THE SKELL

SCEE - PSM33 - 7/10 - Shoot 'em up Manga inspired with robo-spiders and nodles of explosions. Of course

#### GIORAL DOMINATION Psygnosis - PSM43 - 9/10 - Strategy

Dull and ugly-looking. Tough and frustrating even for strategy buffs.

### GOAL STORM

Konsmi - PSM2 - B/10 - Footbell aim Not as speedy as other arrade fonty titles, but more intuitive and stylish.

### C G-POLICE

Psygnosia - PSM25 - R/18 - Flight sim Intricate sloryline, and some of the best doglighting gameplay.

### O GRAN THRISMO

SCEE - PSM32 - 10/10 - Racing aim Takes every other racer and sends them squealing to the pits. Now out on Platinum, it's nigh on essential.

### **GRANO TKEFT AUTO**

RMG - PSM28 - 8/10 - Crim aim Controversial with unimpressiv graphics bul, addictive, original and

hugely successful. GRANO TKEFT AUTO: LONDON 1969

### Teke 2 - PSM46 - 7/10 - Crim aim

Does nothing new and has less content than the original.

### GRANSTREAM SAGA SCEE - PSM43 - 8/10 - RPG

Intriguing and frustrating by turns. Enjoyable to play. For a short while GUARDIAN'S CRUSADE

#### Activision - PSA448 - B/10 - RPS Colourful, but there's nothing here to thrill the dedicated RPG fan.

DUNC DINSKIP Microprose - PSM8 - 8/10 - Shoot em ua

### Immersive helicopter flight sim with engrossing, varled missions

#### KARDCORF 4K4 Gremlin - PSM14 - 7/10 - Racing aim An original off-roader which suffers due to tight, restrictive courses.

KARO EOGE Sunacit - PSM48 - 8/10 -30 ercade/edventure

### Has a good idea, then lots of bad ones. A klddie-graphlcs Resi Evil. HEART OF DARKNESS

Infogramos - PSM34 - 7/10 -20 adventure Beautiful and cinematic, but with

### flawed gameplay. KEBEREKE'S POPOITTO

Marabeni Sanki Cora - PSME - 8/18 -Japanese puzzter which falls to grab the attention like Bust-A-Move 2

### KERC'S ADVENTURES Virgin Interactive - PSM26 - 7/18 -RPS/plotform puzzler

rtaining intro to the RPG, I hough really a platform game with puzzles.

128

### A fun, but short-lived experience that will appeal to younger players.

HEKEN GTi - PSM19 - B/10 - Shoot 'em up Sword and sorcery-inspired Doom shenanlgans. Challenging but dated.

EA - PSM3 - 8/18 - Recing game Another futuristic racer which Irles to match Wipeout bul doesn't.



#### IMPACT RACING JVC - PSMS - 5/10 - Driving ahootion aim

Limited areade racer which excites initially, but soon becomes tiresome.

#### IN THE HUNT THO - PSM7 - 5/10 - Sheet 'em un Ye olde 2D shooter. Flawed and

withered but challenging for a while. INDEPENDENCE DAY

### Fex - PSM27 - 6/10 - Shoot 'em up As lacky and inept as the film, but

TRACK & FIELD Konomi - PSMS - 8/10 - Sports aim

### Aching fingers aside, a bewilderingly addictive multiplayer sport frenzy.

Kgeami - PSM75 - 8/10 - Football air Dated graphics try to ruin a very

### playable game and thankfully fali.

Konomi - PSM19 - 5/10 - Footbell sim Inconsistent yet immensely playable facty title. One of the finest

#### O ISS PRO '98 Konami - PSM36 - G/10 - Football sim

Rivalled only by FIFA '99. It's a close call but ISS Pro '98 is still the best



#### JEREMY MCGRATH SUPER CROSS Acctaim - PSM35 - 6/10 -

Let down by sub-arcade controls Could have been a hit.

Ocean - PSM27 - W10 - Platformer Nothing new, but huge, colourful and mareish

### JET DIRED

SCEE - PSM77 - 7/10 - Hacing go A complex, quirky racer which lacks the sensationalism of F2 or Wipeout

#### JET RIDER 2 SCEE - PSM38 - 8/18 - Racing game Great bikes and physics, but the courses don't match its ambition

SCEE - PSM24 - B/10 - Puzzler What could be an enthralling mental workout is let down by a below average two-player option.

### JOHNNY BAZOOKATONE US Gold - PSM4 - 8/10 - Platformer

Patience-bailing platform little with enqueh charm to keep you playing

### JONAH LOMU RUGBY Codemastera - PSM19 - 1/10 -

Not as big as the man himself, but it's challenging if you can persevere. Falls just short of greatness.

### JUDGE OREON Cremin - PSM27 - G/10 - Shoot

'em un Lovely smooth graphics, but ultimately disappointing.

#### JUMPING FLASH SCEE - PSM7 - 8/10 - Platf Onglnal stab at the genre which

impresses unless played to death. **JUMPING FLASH 2** SCEE - PSM72 - 6/10 - Platform

### Better 30 visuals than the first, but still too easy.



#### O KENSEL CAPDED SIGT Bonemi - PSM47 - 1/10 -

Fighting game kken 3 is safe at the top of the scrapping heap, but this comes

### closest with great detail and depth.

SCEE - PSM75 - 6/10 - RPS Horrible to look at, but an absorbing and addictive RPG.

KKNO: KROSSFIRE

### Infogrames - PSM45 - 6/10 -Strategy/war game

A half-hearted real-time strategy game. There's nothing here that we

#### KLONGA: DOOR TO PHANTOMILE

SCFF - PSM32 - 7/10 - Platformer An entertaining story with cutes, cutaways, bul old-timers will white through it in no time at all.

#### KNOCKOUT KINGS 199 EA - PSM47 - 8/10 - Boxing sim

The lop boxing sim at the moment. just knocking out Victory Boxing 2 in the last round.

### KONAMI OPEN GOLF

Keeami - PSM22 - 5/10 - Gell sim The lack of polish, innovation or fun made this an average title

### Psygnosia - PSM3 - 7/10 - Short

'em un As slick as an, erm, oil slick but it

### sticks around for far less time. KHIA WORLD SCFE - PSM34 - 8/10 - Puzzler

Excellently crafted and original. The gameplay can be frustrating - but that's probably the point.

FunSoft - PSM48 - 5/10 - Chop 'em up easoned gamers may find it limit but its purity has a certain beauty.

#### LEGENO OF KARTIA Konemi - PSM47 - E/10 - RPG There's a great deal of depth in this

solidly-constructed adventure. **LEMMINGS 30** 

### SCEE - PSM1 - 8/10 - Arcade puzz The classic puzzle game given a 3D facelift for the 32-bit generation.

LEMMINGS COMPILATION Paymosis - PSM35 - 7/10 - Puzzler A classic that retains its charm. If you get hooked you'll keen playing

### LIBEROGRAMOE SCFE - PSM4R - 7/18 - Fnotball sim Selfless sacrifice. The choice for the

purer footy purist... LIFE FORCE TENKA

### Psygnosia - PSM15 - 8/10 - Shoot

Monotonous gameplay, incoherent design. A bil dull, in other words

### LITTLE BIG ADVENTURE ER - PSM78 - 6/10 - Arcade

Visually charming but deeply flawed. A bit of a shame really,

### LIVE WIRE SCI - PSM43 - 7/10 - Puzzler A few too many extra features, but

fun nonetheless LOADED

#### Gremlie - PSM2 - 7/10 - Shoot 'em un

Marvellous lighting effects and frantic action, but soon gets repetitive.

### LONE SOLDIER Telater - PSM3 - 6/10 - Shoet 'em up

An annoying control system lets this blaster down. It was only mildly addictive in the first place, I hough LOST VIKINGS 2

### Gremlin - PSM15 - 1/18 - Platformer Old-fashioned multi-character puzzler. Still playable, even now.

EA - PSM24 - 8/10 - Platformer

#### Looks lovely but the add controls and often poor level design annoy. HICKY LIIKE

Infogrames - PSM33 - 6/10 -Comic platformer Fun children's title pleaty to look at and the levels are interesting,



### MACHINE HUNTER

Eidos - PSM22 - 7/10 - Shoot 'em un viting Gauntlet clone which doesn't break much new ground, but it's fun.

#### MARINEN '97 EA - PSM77 - 6/10 - American

A fine title in the Madden series and a great sim in its own night.

### MADDEN '9B EA - PSM25 - 3/18 - American

Even better than the last, though the graphics are disappointing

### MADDEN NEL '99 EA - PSM38 - 8/10 - Americae

football sim The American football game that will appeal to anyone. The best yet.

### MAGIC CARPET EA - PSA45 - 8/10 - Adventure

Bullfrog's typical originality and flare triumph again. An absorbing treal.

### MARVEL SUPER HEROES Virgin - PSM25 - 8/10 - Beat 'em up 2D beat 'em ups live! At last, a decent comic title

MARVEL SUPER HEROES VS STREET FIGHTER

Virgie - PSM46 - 5/10 - Beat 'em un Playability, variety and strategy have all been sacrificed on the altar of superhera warship.

#### MAK POWER RACING Infonramea - PSM42 - 1/10 -

It feels unfinished and slapdash, and Is no competition for Gran Turismo.

### loterplay - PSM27 - 8/10 -

Third-person blester A groundbreaking blaster for its time. Intelligent and fun.

### Activizios - PSM19 - 6/10 - 30

combat strategy Gripping PC conversion which ups he action ante with great effect. Fast and moody graphics.

### MEDIEVIL

SEEF - BSM39 - 7/10 - 30 adventure A lot of imagination. Plenty to enjoy, but you will get frustrated.

#### MEGAMAN LEGENOS Virgin Interactive - PS8143 - 7/10 -Action RDG

Combines 3D action, role-playing and laffs and so is likely to hook anyone willing to give it a chance.

#### MEGAMAN KA Virgio Interactive - PSM43 - 7/10 -

shoot 'em up Likely to provide more challenges than most platformers, but it's essentially just more Megamon.

#### MEN IN BLACK Gremlin - PSM35 - G/18 - Adventure Dull, drab, slow and frustrating.

Avoid avoid avoid. Avoid. O METAL GEAR SOLIO Konami - PSM42 - 10/10 - Sneuk

#### The best game ever made. Unlike any other game ever made. Unputdownable and unforgettable

MICHAEL OWEN'S WLS '99 Eides - PSM47 - E/10 - Feetball sim Not a football sim championship contender. But a worthy mid-table outfit that merits perseverance

### TOP FIVE

### ADVENTURES/RPGs



METAL GEAR SOLID PSM42 - 10/10 - Steel Ne say: "The best game ever ma



### FRNAL FANTASY VII

PSM28 - 10/10 - RPS In the years to come they'll ate this as one of the all-time el



### TOMB RAIDER 3

5M48 - 10/10 - 30 oduci We say: "A wee bit too difficult for the ual games, but it is marvellou



#### **WILD ARMS** *PSM37 -* 8/10 - RPG say: "Wild ARMS is simply a superb



### LEGEND OF KAIN: SOUL REAVER

P5M43 - 8/10 - 39 edventure We say: "Gorgeous graphics, new gameplay

### PSM GAMES DIRECTORY

# TOP FIVE **PLATFORMERS**

APE ESCAPE 147 - 8/10 - Platformer



**CRASH BANDICOUT 3** PSM40 - 8/10 - 30 pla: We say: "A must for established Crash fans



**DDDWDRLD: ABE'S DDDYSSEY** PSM24 - 8/10 - Platformer



**PANDEMONIUM** tional elements have been



JERSEY DEVI PSM27 - 8/10 - Platformer iming the way it used to be ainly, but great platforming all the san

### MICKEY'S WILD ADVENTURE

SCEE - PSM41 - 7/10 - Platformer Not particularly wild or indeed adventurous, but fun nevertheless.

#### O MICRO MACHINES US Codemasters - PSM16 - 9/10 -Recing geme

Cute, addictive racing action with almost never ending appeal. Highly recommended.

#### MONACO GRANO PRIX lihi Seft - PSM44 - 7/10 - F1 rucer

uncompromising handling, It's still better than Fz '98.

#### MONKEY HERO Take 2 - PSM41 - 7/10 - Arcade

edventure/RPG Too simple for the average games,

### but will appeal to youngsters MONSTER TRUCKS Psygnosis - PSM17 - B/18 -

The lack of true driving feel makes this more mouse than monster

### O MORTAL KOMBAT 3 GII - PSM2 - 9/10 - Best 'em up

An admittedly fun conversion but it now suffers in companion to the

### **MORTAL KOMBAT 4**

GT - PSM36 - 5/10 - Seat 'em up The same old stuff fintled out with a

### fresh coat of pixels. Tedious.

MORTAL KOMBAT TRILOGY 6Ti - PSM13 - 7/18 - Seat 'em up Fun fisticuffs, bulled out of the

#### playeround by the likes of Tekken It's still good though.

MOTO RACER EA - PSM26 - 8/16 - Motorluke recen

#### Gets the adrenaline pumping, and keeps it flowing.

MOTO RACER 2 EA - PSM39 - 7/10 - Motorbike racer Let down by many niggles and

### annovances, Good, but not great,

MOTOR MASH Ocaen - PSM27 - 6/10 - Briving game

### Pace, sense of humour and overall quality, but from an old idea.

MOTOR TOON GP2 SCEE - PSM12 - 8/10 - Racing game

### Gorgeous visuals and a wealth or

courses. Shaky handling though,

### MOTORHEAD Gremlin - PSM32 - B/10 - Arcade

racing game A true adrenaline rush of a game with a bundle of interesting ideas.

### MR COMING

JVC - PSM34 - 9/10 - Puzzler Unusual hero, unusual gameplay. A highly rewarding, and original title.

### O MUSIC: MUSIC CREATION FOR THE PLAYSTATION

Codemasters - PS8440 - 9/10 -Mosic creation Hundreds of hip loops and demos to fiddle with. An excellent game for

### the bedroom muso MYST

Acclaim - PSM4 - 7/18 - Adventure A game for Ihinkers Luscious visuals and an engrossing storyline.

Gramlin - PSM35 - 7/10 - Shapt

'em un Unadventurous and uninspiring, but

essentially quite entertaining. NAGANO WINTER OLYMPICS

#### Konami - PSM31 - 8/10 - Sports sin Rushed to get it out in time for the actual event. Dull, uninspliing.

NAMEO MUSEUM VOLUME 1 Nemca - PSMS - 7/10 - Setro games collection

### Arcade-perfect collection of seminal coin-op hits. Crude but fascinating. NAMCO MUSEUM VOLUME 2

Namco - PSM14 - 8/10 - Retro nemas collection he likes of Gaplus and Xevious get

the conversion treatment. A bit sta NAMCO MUSEUM VOLUME 3

### Namco - PSM1S - 8/10 - Setro games collection

Only Galaxian and Phazon stand out in this coin op history trawl

#### NAMCO MUSEUM VOLUME 4 Namco - PSM23 - 4/10 - Retro games collection he penullimate title in the series

sees only Ordyne still truly shining NAMCO MUSEUM VOLUME 5

#### Namca - PSM26 - 4/10 - 9etro games collection er than previous offerings but plenty of detail for the obsessives

#### NAMOTEK WARRIOR Virgin - PSM19 - 5/10 - Skoot 'em un A little variation and a few n

levels wouldn't have gone amiss. NASCAR RACING

#### Sierra - PSM14 - 4/18 - Sacion game Crusty serious driving sim which seriously fails to convince.

NASCAR '99 EA - PSM39 - 5/10 - Racer

### Tedious course design- abundantly average gameplay and plain dull. **NBA HANGTIME**

STi - PSM29 - 5/10 - Basketkall sim apetent enough, but so are all the rest. We demand butter

### NRA IN THE 70NE Koasmi - PSM4 - 8/10 -

Beskethall sim rately playable dribble 'em up. Okay but Total NRA flattens it

### NBA: IN THE ZONE 2 Konami — PSM16 — 8/10 — Basketkall sim

A clear Improvement in graphics, gameplay and realism

#### NRA- IN THE 70ME '99 Konemi - PSM47 - 8/10 -Gasketball sim

FMV snippets and game options hide a fairly average game.

### NBA JAM EXTREME Acclaim - PSM14 - 7/10 -

Baskethall sim

Similar to the Tournament Edition in all but the smart new 3D visuals.

### TOURNAMENT FOITION Acclaim - PSM1 - 8/10 -Dasketbell sim

Dodgy-looking but admittedly fast and playable coin on hoon shooter

### NBA LIVE '96

EA - PSM6 - 7/10 - Saskethall sim A moderately competent sim mixing realism with arcade acrobatics.

#### NRA LIVE '97 EA - PSM1S - 7/10 - Beaketball sim

A convincing sim that strays too much into management territory. **NBA LIVE '9B** 

### EA - PSM26 - 8/10 - Baskathell aim

Another year another swanky EA update. Try luming it off: you can't,

#### NBA LIVE '99 EA - PSA441 - E/18 - Baskethall sim

Not only is this the best in the NBA Live series, but it's the best basketball game you'll find.

NBA PRO '98 Konemi - PSM31 - 7/10 - Sports aim Finely balanced sim that'll provide

### hours of entertainment.

**NEED FOR SPEED** EA - PSMS - 8/10 - Recing game

### Rough-around-the-edges race an underliably high fun factor.

NEED FOR SPEED 2 EA - PSM20 - \$/10 - Sacing ( Includes all the faults of the first title, but removes the fun element

### **NEED FOR SPEED 3:** HOT PURSUIT

EA - PSM33 - 7/10 - Racing gar Great if you love car chases, with the added bonus of an excellent two-player mode

### NEED FOR SPEED ROAD CHALLENGE Electronic Arts - PSM46 - 8/10 -

Eminently playable, even if it doesn't have the power to compete with Ridge 4.

#### NEWMAN HAAS RACING Psygnosis - *PSM31* - 8/10 -Racing sim

A great Indy Car adaptation of Psygnosis' Fz engine.

### MEL BLITZ RTi - PSM40 - 8/10 - American

foothell aim One of the most addictive and playable sports games to annear

#### NEI GOMENAY SCFF - PSMS - 7/10 - American outball sim

The first American football game on The PlayStation, Good fun, top.

#### NEL DUARTERBACK CLUB '97 Acclaim - PSM16 - 8/10 - American fautkall aim

A smart interpretation of Ameucan football that tries nothing new

### NFL XTREME SCEE - PSM39 - 8/10 - American football sim

Fun for one and two players, but not quite extreme enough for us.

EA - PSM13 - 8/10 - Ice hockey sim A playable and visually superb hockey sim from EA,

### O NHI 190

EA - PSM26 - 8/10 - Ice hockey sim Fab graphics, gameplay and sound.

EA - PSM35 - 8/10 - Ice kockey aim Still the king of the sticks. Now more clever and more violent!

NHL FACE OFF SCEE - PSM6 - 7/10 - Ice hockey aim A worthy addition to the diminutive

### ice hockey gente. Exciting and fun. NHL FACE OFF '97 SCEE - PSM16 - 8/10 - Ice

hockey aim Not much beller than the first title, which makes it look a touch dated.

### NHL FACE OFF '99

SCEE - PSM45 -- 8/10 - Ice hockey aim

### A puck-whacking marvel of a game that finally competes against EA.

NHL POWERPLAY HOCKEY '96 Wirein - PSM28 - 7/10 - Ica

### A sprinkling of faults spoll this

otherwise sturdy and playable effort. NINJA: SHADOW

### OF OARKNESS Eidos - PSM37 - 8/10 - Slash 'em up

Competent but stodgy, and feels rather rushed. Experienced gamers will soon tire of it

### NUCLEAR STRIKE

Virgin - PSM24 - 7/10 -Strategy shepter An intriguing and varied 'copter sim, blemished by a few key faults.



### DOOWORLO: ARE'S EXODOUS STI - PSM39 - 8/10 - Platforme

An enchanting game, but a bit too close to its predecessor.

### O DOOWORLD: ABE'S DOOYSSEY

STi - PSM24 - 9/10 - Platform Lovely to look at and chock-a-block with great ideas. An absolute joy.

### Psygnosia - PSM48 - 6/10

30 adventure
A decent game with a fresh plot, but not very user friendly - initially.

### INTERCEPTOR EXTREME

6M6 - PSM4 - 5/10 - Griving ge Tries to combine the shoot 'em up and the racer and fluffs both.

#### **OLYMPIC GAMES** US Gold - PSMS - 5/10 - Sports sim Stumbles over the finishing line way behind International Track & Field.

OLYMPIC SOCCER US Gold - PSM8 - 7/19 - Football sim A realistic but accessible attempt at

The footy genre Plenty of death.

OMEGA BOOST

SCEE - PSM47 - 7/18 - Sheet 'em up Will begule you with its pretty extenor, before bewildering you with its old school play.

ONE

ASC Garnes - PSM30 - 6/10 - Shoot 'sm ug Frantic, thrilling, gorgeous, thought provoking, but too damn small.

**OVERBLOOD** EA - PSA121 - 6/18 - Adventure An atmospheric opening gives way

to an uninspiring adventure. OVERBOARD

Psygnosis - PSM26 - B/10 - Shoot 'em un/ouzzier sail 'em up with a duff save

system. Nice codpiece anyway



BMG - PSM14 - 9/10 - Platfe Gorgeous platform romp. Derivative, but huge fun. A classic.

PANDEMONIVM 2 BMB - PSM27 - B/10 - Pisiformer

Not the beast that its predecessor was, but still a gas. PANZER GENERAL

Mindscape - PSM4 - S/10 - Strategy/ The hexagonal graphics will not

many punters off this playable title. PARAPPA THE RAPPER

SCEE - PSM23 - 8/10 - Ran 'em en One of the most original gam-Great fun for sprogs and adults.

DEAK DEDERDRAAMCE EA - PSM3B - B/10 - Bacino sim Ambitious but let down by the average game engine and graphics.

PENNY RACERS SCEE - PSM14 - 5/10 - Racing game Cutesy racer which lacks that elusive

driving feel. Abundantly average. PET IN TV

SCEE - PSM38 - 5/10 -Tamagotchi peme Too tedious for kids, and too warding for adults

DCA TOUR '98

EA - PSM2 - 8/10 - Soff sim A well-produced and thoroughly addictive golfing experience, Lacks variety of courses to compete today

PGA TOUR '97 EA - PSM12 - 7/10 - Gall sim Offers more of the same, but is still a top-of-the-range golf game.

PGA TOUR GOLF '9B EA - PSM28 - 7/10 - Gelf sim Worth a look if you don't have any of the others in the series.

PHAT AIR EXTREME SNOWBOARDING Funsoft - PSM38 - 5/10 Soowboardinn sim Jerky and disjointed controls provide little game satisfaction.

DMILIDEDBAG

SEEE - PSM4 - 5/10 - Shoot 'em un A rack of all shoot 'em uns which proves to be a master of none.

PITRALL Time Warner - PSM13 - 7/10 -Futuristic sports sim Difficult to get into but becomes fun

with perseverance. PITFALL 30: BEYONO THE JVNGLE Activision - BSM32 - 7/18 -

Retro platformer A solid platformer that makes good use of the third dimension. Not for the easily frustrated.

PLAYER MANAGER SEASON '9B - '99 Infogracies - PSM42 - 9/10 - Football

management sim A thoroughly enjoyable game that'll please stat fans. The best in its field.

חזיחם Interplay - PSM7 - 5/10 - Shoot em uo Glitchy conversion with a few eood ideas but nowhere to put them.

DUCKET EIGHTED Virgin - PSM38 - 8/10 - Best 'em up Pioof that 20 beat 'em ups are actually a worthy alternative to polygonal puglism.

PRINT RIANY SCEE - PSM32 - 7/10 -Shooting game

Not as impressive as Time Crisis, but has the same compulsive gameplay.

POOL HUSTLER Dunsoft - PSM42 - 5/10 - Pool sim Masters the reality of pool, but lacks the diversity to ensue full-on fun

PODL SHARK Bremlin - PSM48 - 8/10 - Poel sim Successfully manufactures angle,

ace, position and tactics. (S)pot on POPULOUS: THE BEGINNING EA - PSA144 - 8/10 - Strategic

Although it lacks the immediate fun of C&C. it will soon lure you in. PORSCHE CHALLENGE SCEE - PSM19 - 8/10 - Racing game

Combines the exhilaration of a arcade launt with the realism of a good sim POWERBOAT RACING Interplay - PSM34 - 5/10 - Recing

sim Tricky to play with lerky graphics. POWER MOVE PRO

Activision - PSM14 - 4/10 -Wrestling sim Lacks thrills and depth,

POY POY

POWER SERVE TENNIS Dcean - PSM2 - 3/10 - Tennis sins It wouldn't be worse If Cliff Richard sang in between games.

Konami - PSM31 - 7/10 - Chuck 'em up mode lacks spirit, but play it with friends and it won't disappoint.

DUA DUA 3 Konami - PSM42 - 7/10 - Chuck As an update it is disappointing, but still very good multiplayer fun.

PREMIER MANAGER '9B Gremlin - PSM33 - 7/10 - Football

management sim
The PlayStation is still waiting for a great football management sin

PREMIER MANAGER '99 Bremlin - PSM43 - 7/10 - Football

menanement sim Fine for purists, but nothing new to offer above last year's effort

PRIMAL RAGE

Time Warner Interactive - PSM5 -5/1B - Beat 'em up velty dinosaur beat 'em up. Nice animation conceals extinct gameplay PRO 18 WORLD TOUR GOLF

Psygnosis - PSM48 - B/10 - Bolf sim If you're looking for a good 'serious' golf sim, you've found it. PRO PINBALL: BIG RACE USA Empire - PSM43 - 3/10 - Pinball sim intless and redundant as far as

the PlayStation goes. PRO PINBALL: THE WEB Empire - PSM9 - 7/10 - Pinhell sim Only offers one table, but sure plays a mean perball (ahem).

PRO PINBALL: TIMESHOCK Empire - PSM30 - 7/10 - Pinball sim Best PSX pinball sim to date, if too

familiar and too expensive DROJECT OVERKILL Konami - PSM12 - 7/18 - Shoot

'em up blast 'em all over the shop title with guns and gore aplenty. PROJECT X2

Beran - PSM1S - 7/18 - Short 'em un elf consciously old skool 2D blaster. Still good for pent-up aggression.

PSVRANEK Psygnosis - PSM48 - 4/10 -Yout hoverboarding game either big nor clever. It tries to be the next hip hit and falls well short.

PSYCHIC DETECTIVE EA - PSMG - 5/10 - FMV educature Interactive movie with the emphasis firmly on movie, Fun for a while,

**PSYCHIC FORCE** Acctaim - PSM28 - 7/18 - Beat 'em uo Standard stuff - apart from a truly bizaire floaty combat system that is

**PUMA STREET SOCCER** nes - *PSM48* - 3/18 -Football sim ou're far better off playing football down the pub. By yourself

SCFF - PSM21 - 9/10 - Bern Fabulous arcade races with perfectly tuned gameplay and slick visuals.

RAGING SKIES Warner - PSM10 - E/10 - Flight sign Graphically Impressive at the time. but lacking in innovative touches

Ocean - PSM2 - 7/10 - Shoot 'um up Seminal arcade blast brought home with accuracy Dated, yes, but fun.

**BALLY CROSS** 

SCEE - PSM21 - 7/18 - Bacing game ensely frustrating at first, but i does offer a considerable challenge

DALLY CDASS 2 SCEE - PSM44 - 9/10 - Rusing game This enthusiastic racing game is essentially driving light.

RAMPAGE WORLD TOWN GTi - PSM29 - 5/10 - Arcade gam A fairly decent game, but every level is the same as the others.

AMPAGE 2 UNIVERSAL TOVR GT Interactive - PSM46 - 5/18 -Monster pistformer

its strange '8os concept lacks the imagination and gameplay that 'oos nlavers expect

RAPIO RACER

SCEE - PSM2S - 6/10 - Recing gams Well-designed, but more of a novelty than a thrilling racing experience.

RAPIO REIDAO SCEE - PSM1 - 5/10 -

Pistform shooter Short-lived arcade walk and shoot title. A fun but ouick blast.

RASCOL Pavonosis - PSM31 - 5/10 -

Pletformer Untaxing, insipld, uninspiring and impossible to control

RAY STORM Virgin - PSM23 - 6/10 - Shoot 'em ua

furious vertical scroller. Leaves the player breathless, but unfulfilled. RAY TRACER

SCEE - PSM21 - 7/10 - Racing game A fine arcade-style experience, which doesn't last long enough at home.

ROYBIAN

Uhi Soft - PSM1 - 7/10 - Platforms Nice to look at, challenging, yet everso-slightly awkward platform affair.

REBOOT: COUNTOOWN TO CHAOS

EA - PSM32 - 7/10 - Shoot 'em up Scenario and control system lend weight, but we've seen it all before O REO ALERT

Virgin - PSM28 - B/18 - Real-time strategy war game A mammoth game, A classic, You must own this.

Bremlin - PSM15 - 7/10 - Shoot

'em un Mindless fun for a time, but the new puzzles fall to puzzle for long.

O RESIDENT EVIL Vargin - PSMS - 9/18 - 30 sevents Chilling, blood-drenched action mixed with fiendish puzzles.

O RESIDENT EVIL 2 Virgio - PSM31 - 5/10 - 30 adventure A classic game that's every bit the equal of its Illustrious predecessor.



**BEAT 'EM UPS** 



TEKKEN 3 PSM36 - 1E/10 - Beat 'em en



SM44 - 8/10 - Beat 'em op

runt than graphics, then this is a ten.



PSM41 - S/10 - Boat 'em up



W11 - 19/10 - Beat 'em up



**MORTAL KOMBAT 3** PSM2 - 9/10 - Beat 'em op We say: "This is a fully developed, spot-on conversion of a massive arcade game."

AUG

### PSM GAMES DIRECTORY



### OIRECTOR'S CUT

Virgia - PSM28 - 9/10 - 30 advant A jazzed-up re-release: buy it only it you don't have the original.

#### RETRO FORCE Psygnesis - PSA144 - 5/10 - Shoot

'em up Nostalgia gets the better of it and

plunges It back to 1996.

### Time Warner - PSM10 - 7/10 -

Arcade war name

#### Brilliant two-player, head-to head blast, with a touch of tactical depth.

O RIOGE RACER SCEE - PSM1 - 6/10 - Rocing gome It was the guintessential PlayStation racer in its day. Smooth, playable,

### unforgettable, Sfill not bad for £20 RIDGE RACER REVOLUTION

SCEE - PSM6 - 9/10 - Racing game The sequel to Ridge Racer im the visuals a little, adds a couple of

### new features, and that's it O RIDGE RACER TYPE 4

SCEE - PSM45 - 9/10 - Arcade race Those who are lurned off by tuning engines will find their need for speed sated here

### RINT

Psygnosia - PSM15 - 7/10 -Socrts sim Futuristic basketball derivative. More

Bashro - PSM28 - G/10 - Goardgeme A game saved by its Ultimate Risk

### option. Not worth the asking price RIVAL SCHOOLS

of a scuffle than a riol

Virgio - PSM48 - 6/10 - Best 'em up One step nearer to Tekken a Perfectly balanced gameplay,

### excellent two-player mode ROAD RACE

Konemi - PSM76 - 5/10 - Bacing si Another Wipeout clone which fails to generate tension or excitement.

ROAD RASH EA - PSM3 - 9/10 - Gike racing game Formulaic racer that sounds like : medical complaint but Is less fun to get hold of.

### **ROAO RASH 3D**

EA - PSM34 - 7/10 - Reging/ fighting geme Upove average arcady races

### Definitely a matter of taste

**ROCK AND ROLL RACING 2** 

#### Interplay - PSM36 - 9/10 -Fotoriatic racer Insipid, hollow, soulless fare. Brain-

implodingly frustrating. Horrid.

### THO - PSM13 - 9/10 - Arena combat

Interesting 'build your own fighter dea is ruined by dull gameplay.

### GTi - PSM13 - E/10 - Shoot 'em ep

Provides 20 minutes of action packed fun before getting bonng

### STI - PSM39 - 9/10 - Oriving blaster

Predictable gameplay and let down by the handling of the vehicles

Psygnosis - PSA143 - G/10 - Future

#### Erratic handling may annoy some but two-player racing is addictive.

### ROSCO MCQUEEN

SCEE - PSM27 - 7/10 - 30 shooter Won't make your jaw drop, but it nozas plavability

### R-TYPE DEITS

SCFF - PSM45 - F/16 - Setro bioster R-Type Delta is top fun - surely a game's only remit?

Virgin - PSM37 - 8/10 - Retro blaster Flaming great. If you know who Jason King Is you'll think this Is fab.

THO - PSM44 - 4/10 - Cartoon capers Only for those of a single-figure age

### RUNNING WILD

SCEE - PSM44- 6/10 - Arcade racing A walnut-brained novelty racer.



#### SAMPRAS EXTREME TENNIS Codemusters - PSAIR - 7/10 -

Good, but not brilliant, tennis sim lacking the comph of a true classic.

### SAN FRANCISCO BUSH

GTi - PSM37 - 9/10 - Arcade driving Buy a decent racer instead.

### S.C.A.R.S.

Bbi Seft - PSM36 - 6/10 - Recer A great racing game that will give Circuit Breakers a run for its money.

SENTIENT Psygnosin - PSM18 - 7/10 30 aduenture

### A fascinating, in-depth experience,

marred by the frustrating controls.

#### SENTINEI RETURNS Psygnosis - PSM36 - 9/10 - No idea! A sadly flawed version of one of the

few original litles from olden times. SHADOW GUNNER

#### Ubi Soft - PSM41 - 5/10 - Much combat shooter A straightforward action/robe shoot

'em up that lacks the sensational.

### SHADOW MASTER Psygnosis - PSM29 - 5/10 - First

raon shoot 'em ep If Doom's not pretty enough for you, maybe you'd prefer this balls-out stfest. Then again...

#### SHANGHAI TRUE VALOR Sunsoft - PSM42 - 5/10 - Puzzia

Solid version of mah jong, but there are better puzzlers out there.

### Care - PSM5 - 7/10 - Shoot 'em op

It's tanks, big guns and mindless destruction abov in this Core blaster.

#### SHOCK WAVE ASSAULT EA - PSM3 - 5/10 - 30 ehaeter

Easy to get the hang of blaster which proves too simple to truly impress.

#### SIM CITY 2000

Maxis - PSA111 - 7/18 - Strategy Poor looks and addictive gameplay clash in this build-a-town classic.

### SKILL MONKEYS

ER - PSM38 - 7/10 - 20 platform Polished and very playable, but

SLAM 'N' JAM '96 GMG - PSMS - 5/10 - Basketbsil eim Offers an alright one player mor but is overshadowed by finer litles.

MTV Interactive - PSM18 - 6/10 -Sheet 'em en

#### Flat, barren uninspiring blaster which Ihinks it's original. But it isn't.

SMALL SOLDIERS ER - PSM48 - 5/18 - Movie tie-in Nothing to do with the film and a

### very limp game in its own right.

SMASH COURT TENNIS SCEE - PSM14 - 6/10 - Teneis sim

#### Colourful and quaint, if too slow for Ioday's gamer. Ace fun though.

SNOW RACER Oceas - PSM32 - 9/10 - Winter

#### sports sim Excellent combination of skiing and

snowboarding SOCCER '97

Eides - PSM20 - 6/10 - Foetboll sim Rollicking end-to-end action stightly compromised by poor visuals.

SOUL BLACE SEEF - PSM19 - 9/10 - Beat 'em es Great weapon-based fighter which slaps the ruddy face of Toshinden.

Eidos - PSM43 - 9/10 - 30 action/adventure

Gorgeous gothic graphics, new gameplay tricks and its structure

### make this extremely playable. SHUIFT STRIKE

EA - PSM13 - 7/10 - Combat Right eim

#### short and unoriginal but offers an addictive blast while it lasts.

SPACE HULK EA - PSM9 - S/10 - Action/adventura

### Atmospheric sci-fi jaunt requiring strategic Ihought. SPAWN: THE ETERNAL

SCEE - PSM33 - 9/10 - Adventure/ heat 'em es disappointment. It lacks absorbing

### gameplay and visuals.

Psygnosis - PSh118 - 5/18 - Racer Refreshingly different, but lacks the necessary speed and drive.

#### SPICE WORLD SCEE - PSAt35 - 9/10 - Bm, spice 'em ap. Maybe.

Rushed-out, non-game. Only for dedicated Spice boosters

### SPIDER

SPEEDSTER

BMG - PSM20 - 7/10 - Platforme A novel lead character and brilliant controls mask a samey platformer.

#### SPORTS CAR GT ER - PSM46 - 2/10 - Arcade racing geme

A dreary, innately unappealing racing game, Kill it! Kill it!

#### SPOT GOES TO HOLLYWOOD Virgin - PSM17 - G/10 - Platformer

Ugly, Isometric effort which simply forgets to utilise all the lovable platform traditions.

### SDYDO THE DOSEDN

SCEE - PSM3S - 6/10 - Platformer Charming and polished, only spolled

### by a lack of challenge early on. STAR GLANIATOR

Virgio - PSM 74 - 5/18 - Beat 'em op Typically accessible yet tactically diverse Cancom fighter

### O STAR WARS EPISODE 1: THE PHANTOM MENACE

Activining - PSMAR - 9/10 - Sci. 6 The Force is strong in this one. A

### highly successful crossbroad of genres, and a must for any tedu

STAB WARS: MASTERS OF TERAS KASI

### Virgin - PSM32 - 6/10 - Gest 'em ep A beat 'em up sheep in Star Wars clothing. Enjoyable but not perfect.

STARBLAGE ALPHA SCEE - PSM2 - 5/10 -

### Shoot 'em up A pleasant looking, but samey space blaster, lacking long-term appeal.

STARFIGHTER 3000 Telstar - PSMS - 5/10 - Space combat The lough flight model and mediocre graphics hinder an adequate game.

### STEEL HARBINGER Mindscape - PSAS13 - 6/18 - Shoot

Mildly entertaining shoot 'em up

### masquerading as a strategy game. STEEL REIGN

SCEE - PSM29 - 5/10 - Tank shoot 'em ep Outstandingly average.

### STI - PSM48 - 6/10 - Future boarding Potential spoilt by awkward controls

STREAK

and lack of finish. Disappointing. STREET FIGHTER ALPHA

#### Virgin - PSM5 - 9/10 - 20 heat 'en un Proof that there's room for aD

tussling on the PlayStation STREET FIGHTER ALDHA 2 Virgin - PSM13 - 5/10 - Beat 'em au

### More proof that there's room for 2D tussling on the PlayStation O STREET FIGHTER ALPHA 3

Virgio - PSM44 - 9/10 - Boat 'em up If you think gameplay is more important than graphics this is a ten,

#### STREET FIGHTER COLLECTION Virgio - PSM30 - 8/10 - Beat 'em up Despite being a bit of a missed apportunity, SFC is a filtle slice of gaming history.

STREET FIGHTER COLLECTION Wirpin - PSM45 - 7/10 - Geat 'em op

For dedicated beat 'em un aficionados, it's prerequisite retro.

O STREET FIGHTER EX



Virgin - PSAS25 - 9/10 - Best 'em up If you were a fan of the SF2 title this game will seem like a second

STREET FIGHTER: THE MOVIE Virgin - PSM1 - 6/10 - Geat 'em ua Easily the worst title in the otherwise prestleious SF series. A frightful disappointment.

### STREET RACER

Uhi Soft - PSA113 - 7/10 - Recen Polished cartoon graphics and honest gameplay mark this races

### STREET SKATER

ER - PSM44 - 8/10 - Skateboarding Malches Cool Boarders 2 for ground gliding thrills, but lacks tracks

### STRIKEPOINT: THE HEX MISSIONS

Elite - PSM16 - 8/18 - Shoot 'em up Fast and exciting, but lacks the satisfying complexity of its rivals.

### STRIKER '96 Time Werser - PSM2 - 5/18 -

Football aim Like its commentator, Andy Gray, this game is fun but deeply flawed

### SHIKODEN Bonemi - PSM15 - 7/10 - RPG

Histnonic Japanese RPG malarky Recommended by the converted

### SUPER PANG COLLECTION Ocean - PSM24 - 6/10 -

Retro collection Three addictive old arcade puzzlers

### Mildly laxing for a short while

O SUPER PUZZIE FIGHTER 2 Vicain - PSM20 - 9/10 - Puzzle neme Fans of puzzles will find this man

### Puyo Puyo clone close to perfect

SHIPEDSURILE DAREDS Mindacape - PSM11 - 9/18 -Racing game

#### Ultra-competitive eight-plaver cartoon racer, Cute and playful.

SWAGMAN

### Cere - PSM28 - 6/10 -Arcade educature es hard to please, but controls are

fai too frustrating. A damp shame SMING

### Software 2000 - PSM44 - 8/10 -Puzzler

Like juggling in an abacus... Definitely one for real puzzle freaks

### SYNDICATE WARS EA - PSM21 - 9/10 - Strategy ection A superbly atmospheric, dark end

challenging title. Not to be missed. SYPHON FILTER

#### SCEE - PSM47 - R/10 - Short 'em un Replete with great features and engrossing set pieces, but too short



### T'AI FU: WRATH OF THE TIGER sien - PSM45- 5/10 - Beet 'em

Unfurny, uninvolving and downlight awkward to play.

### TANK RACER

Groffer - PSM44- 8/10 - Tanh racing Ignore the ugly face and enjoy it fun-filled soul

SCEE - PSM2 - 9/10 - 30 best 'em up A masterpiece: Instrumental in the early success of the PlayStation

### O TEKKEN 2

SCEE - PSM71 - 10/10 - Beat 'em up Simply the perfect beat 'em up, Full of great fighters, moves and visuals.

SCEE - PSM36 - 16/10 - It's Tehkeni The best fighting game in the world Totally without equal. It's without doubt the benchmark for all others

### O TEMPEST X

Interplay - PSM15 - 5/10 - Shoot 'em up Yough, smooth, nippy and above all

### legendary blaster, intensely exciting TENCHU

Activision - PSM38 - 7/18 - Slash 'em up The ninja games aren't great. This

#### one's serviceable. Enjoyable and limited. Rough and unfinished. TENNIS ARENA

Ulm Soft - PSM20 - 7/10 - Tenny sim Beautifully animated and Imaginative. A worthy addition to the PlayStation's tennis playing family

TEST DRIVE 4 EA - PSM28 - 7/10 - Recong game Gorgeous-looking, fast and fun, but

### it lacks depth. TEST DRIVE 4X4

EA - PSM40 - 7/10 - Arcade off-road recing It can be fun, but ultimately lacks the

### depth of more serious competition. TEST DRIVE 5 EA - PSM48 - 9/18 - Arcade racing

An exceedingly average racer, Or titles are more worthy of your cash.

#### TEST DRIVE: DEF BOAD EA - PSM23 - B/10 - Racing pame The one-player game is okay, but the two-player option is poorly designed.

TETRIS PLUS JVC - PSM26 + 6/10 - Puzzle geme Sound enough, but few surprises

### THEME HOSPITAL EA - PSM31 - 8/10 - Hospital aim

Quirky, amusing, very clever, sometimes frustrating THEME PARK

### FA - DSM1 - B/III - Susinger elem Beautifully presented business game

calling for patience and cunning. THREE LIDNS SMG ~ PSM33 - 6/10 - Featball sim Purist's football game, written by

### O THUNDERHAWK 2 Core - PSM3 - 6/10 - Combet

flight aim Frantic gamenlay, mass destruction teresting missions. Not at all bad

### TIGER WOODS '99 EA - PSM43 - E/18 - Golf eim

Jagged graphics and irritating showbia extras will be a turn off to many.

### TIME COMMANOO

EA - PSM18 - 6/10 - Adventure Huge, graphically impressive yain, compromised by fiddly controls.

#### TIME CRISIS SCFF - 85M27 - 8/10 - 30 arrade ahoot 'em up

The grooviest, bloodiest lightgun shoot 'em un there is

### TORAL NO.1

SCEE - PSM16 - 6/10 - 30 beat 'em up pasts a fluid frame-rate and sound grasp of 3D, but lacks authority.

### O TOCA: TOURING CAR CHAMPIONSHIP

Codemesters - PSM27 - 9/10 -Excellent: realistic and fun; great graphics, physics and sound. Plus

### amazing track and car detail O TOCA 2: TOURING CARS Codementers - PSM48 - 9/10 -

Racino Simulation An improvement on the original, Still one of the best racing game

### TOKYD HIGHWAY BATTLE THO - PSM19 - 7/10 - Racing gen Passable urban racer which takes

CO TOMB RAIDER

### Core - PSM13 - 18/10 - 38 educature The perfect balance of action end exploration. Popular heroine, top. At

### O TOMB RAIDER 2 Core - PSM26 - 10/10 - 30 advent

Who would have thought it could get better? But it has and Lara is

### O TOMB RAIDER 3

Cors - PSAN40 - 18/10 - 30 edventure Incredible, Stunning, Massive Brilllant, It'll keep you playing, literally, for mont

SCEE - PSM3G - 8/10 - Pletform Puzzles and bizaire logic make this game appealing.

#### TOMMI MÄKINEN BALLY Europress - PSM35 - 6/10 -Relly racer

Disappointing when compared to other racers.

### TOP GUN

Scenn - PSM10 - 8/10 - Shoot 'em up Reasonably proficient air comb sim. Not half as cheesy as the film, Ocean - PSM2S - 8/10 - Recong game

### TOTAL ORIGIN' A huge variety of tracks and cars but for some reason it doesn't work as a single game.

TOTAL ECLIPSE BMG - PSM1 - 5/18 - Shoot 'em up Yet another repetitive and frustrating 3D blaster, Shallow and pointless,

### O TOTAL NBA '96 SCEE - PSM3 - 9/10 - Sashetbell aim

and playability. Sweet hoop dreams O TOTAL NRA '97

### SCFF - PSM18 - 6/10 - Saskethall eim

Better motion capture and a few graphical tweaks keep Total on top. Until NBA Live '99 anyway.

### TOTAL NBA '98

SCEE - PSM34 - B/10 - Reskethell aim Realism over ease of play, but up there with the best. That said, lacks ground-breaking new features

### TRANSPORT TYCHON

Oceen - PSM20 - 6/10 - Quaineau menagement aim Set up and run a transport network Marginally more fun than it sounds.

### TRAP RUNNER

Konami - PSM47 - 6/10 - Strategy vou're after a retro feel, it's an enterlaining multiplayer lille

### TRASH IT

Sage - PSM18 - 6/10 - Platform

### Full of original stuff, but gameplay flaws and measly time limits kill it TREASURES OF THE OFFR

SCEE - PSM35 - 7/10 - 30 underwater aheet 'em up Treads the line bety een arcade and sim. Slow, but satisfyingly complex.

### TRIPLE PLAY 2000

EA - PSM47 - 7/10 - Segaball sim A good-looking and playable sim. Its appeal remains inevitably limited

### TRUE PINBALL

Ocean - PSM4 - 7/18 - Yep, pinhali A comprehensive simulation.

### THNNEL R1

Scean - PSM10 - 8/18 - Shoot 'em up Visually accomplished blaster which frustrates as much as it engrosses

### TWISTED METAL SCEE - PSM2 - 7/10 - Crush 'em up

A crash-and-smash treat for two players, but rather dull for one.

#### O TWISTED METAL 2 SCEE - PSM17 - 9/10 - Crash 'em up Stuffed with detail and thisling

racing action and crashing

### O HEFA CHAMPIONS LEAGUE

Eidox - PSM45 - 9/10 - Foothell sim ooks and plays like a dieam. ISS Pro and FIFA finally get a rival... ULTIMATE PARADUIS DELIEVE

### Konami - PSM1 - 6/18 - Shoot 'em up Nostalgic 2D blaster, Belongs to an age where coin ops were 10p a go

UNHITY WAR

Eidea - PSM38 - 6/18 -Strategy/combat me good moments but ultimately of very little substance.



#### V2000 Grolier Interactive - PSM38 - 7/10 Strutegic sheet 'em up

Not recommended for the inexperienced or casual games

### TOP FIVE **MUSIC MAKERS**



SM48 - 9/10 - Masic creation



### PARAPPA THE RAPPER

PSM23 - I/10 - Rap 'em up We say: "Undoubtedly one of the most ter games ever.



### **BUST A GROOVE** PSM38 - 8/10 - Dancing sim We say: "Almost arousing t



### FILID

PSM36 - 7/10 - Interactive music "If your tastes lie with Celine Dion th Brooks, avoid it."



### BABY UNIVERSE

PSM38 - 8/10 - 30 Kaleidoscope say: "An amusing enough trifle. But who ats to pay £30 for a trifle?"



### PSM GAMES DIRECTORY

O V-RALIY

O MURALIN 2

Oh, Just buy this.

O VANDAL-HEARTS

An all round party six of a game. If

you've just bought a PlayStation buy this. If you love rally cars buy this.

Sonami - PSM20 - L/10 - RPS A careful blend of rivetting plot, cute

animation and great gameplay, But

dated in the face of Crosh and Spyro

A very pleasant surpulse. Simple but

race 'em up

The Dragon

volleyhall sim

WERSAULES

Crys - PSM3A - M/18 -

torical adventure

VICTORY DOKING

V-BALL: BEACH VOLLEY HERDES

GTi - PSM34 - B/10 - Arcade

lots of fun. Get a friend round.

Occasionally clever, mostly dull.

JVC - PSM14 - B/10 - Boxing sim

plenty of long-term challenge.

VICTORY ROYING 2

JVC - PSM3R - 8/10 -

Boxing sim

WIEWDOINT

**VIGILANTE B** 

combat name

Flight shooter

VIRTUAL GOLF

VIRTUAL POOL

VIVA FOOTBALL

VMX RACING

VR BASEBALL

A thinking man's beat 'em up with

The best boxing game around, tsh.

EA - PSM2 - II/10 - Sheet 'em up

Xevious style Isometric blaster with

lush visuals. Not for the uninitiated,

Activision - PSM34 - 7/10 - Oriving

Enjoyable in two-player mode, looks

sharp. But Twisted Metal 2's better.

Ocean - PSM35 - 8/10 -

Duff graphics and outdated

Care - PSMR - 5/10 - 8o8 sim

challenging in the long term.

Ugly as a pair of golfer's slacks, but

laterplay - PSM15 - 8/10 - Pool sim

Virgin - PSM42 - 7/18 - Football sim

Bags of history, and nostalgia, but

still a pretty average kirk about

Funseft - PSM33 - 2/10 - Bagar

Suffice to say VMX is the pits,

Interplay - PSM21 - M/10 -Geseball sim

An unexciting and unemotional sim

which is more laughable than real.

TEO - PSM34 - 7/10 - Beat 'em up

Not the best, but sufficiently

different to be worth buying.

Superbly presented and robustly playable, but it lacks the dark

priginality of Pool Shark.

gameplay. A waste of time



We say: "The inner city experience, but with decidedly more deadness and Keiver pants."

### Ocean - PSM21 - 0/10 - Racing game Fine visuals and a plethora of tracks and cars combined to near excellence in this tricky racer. Infogrames - PSM47 - 10/10 - Rally

### O WARCRAFT 2

EA - PSM22 - Q/10 - Combat stratage More depth and detail than C&C b perhaps not quite as addictive, with the same control problems.

WARGAMES: DEFCON 1 EA - PSM35 - 0/10 - Shoot 'am up Unchallenging, but plenty of missions and dual scenarios.

STi - PSM22 - 3/10 - Beat 'em un Little more than a terrible 30 vers of Mortal Kombot. Rusty and rigid.

WARHAMMER EA - PSM12 - B/10 - War game A tough, challenging combination of war sim and God-game

WARHAMMER: DARK DMEN EA - PSM32 - 8/10 -

Real-time strategy Excellent fantasy strategy game with improved graphics and gameplay fust as addictive as the original

WARHAWX SEEE - PSM2 - 8/10 - Combat

flight sim Addictive and varied flight sim providing a difficult, but ultimately

rewarding experience. O WARZONE 2100 Eidos - PSM45 - B/18 - Real-time

strategy The best real-time strategy game available for the PlayStation, but not for the casual gamer who wants Immediate gratification.

WAYNE GRETZKY'S 3D

611 - PSM31 - 4/10 - Ice backey sim Its inadequacies are many, its long term appeal low.

WEW NITRO THO - PSM34 - 5/10 - 30 wrestling sim

Disappointing. It's hamstrung by an uninspired control mechanism.

WCW THUNDER THO - PSM44 - IV10 - Wrestling sim Appaling playability makes this

unworthy of anyone's as guid. WCW VS THE WORLD THO - PSM20 - 0/10 -

Plenty of characters and great moves. But the gameplay's dull.

SCEE - PSM37 - 9/10 - RP8 Slick, polished and above all, fun. A must for any RPG fan.

WILD S Interplay - PSM37 - 7/16 - Platformer Outdated and not as good as many other platformers

WILLIAMS ARCADE'S GREATEST HITS GE/Williams - PSM7 - 7/10 -Betro compilation Age shall not weary them. Not much anyway. Defender is still the biz.

WING COMMANDER III EA - PSMS - 8/10 - Space combat Great movie, great acting. Gameplay? No. they forgot that bit.

WHING COMMANDER IV EA - PSM21 - 8/10 - Space combat A huge improvement on the previous

title. Plenty of scope and depth. WING DVER

JVC - PSM26 - B/10 - Arcade Bight sim Nice idea, but average graphics and repetitive gameplay

WING OVER 2 JVC - PSMAR - 4/10 - Flight sim Lots to do, and all of it fiddly and horrible. Avoid this rust bucket.

WIPFONT Psygnosia - PSM1 - B/10 -Bacies exme

Dizzying, gravity-defying pyrotechnic racer set in the near-future. Marvelious soundtrack

WIPEOUT 2097

Psygnosis - PSM12 - 9/10 -Ractng game ed gameplay and brilliant link

up option keeps this ahead of all the racing rivals. Platinum? BUY! O WORLD CVP 98

EA - PSM34 - 0/10 - Football sim

It may have taken five years, but this could be the ultimate footy sim-Truly worthy of the World Cup name.

WORLD CUP GOLF Ocean - PSM5 - E/10 - Soll sim Gets the basics right, but pales into insignificance next to PGA Tour.

**WORLO LEAGUE BASKETBALL** Mindstann - PSM30 - 1/10 -Aasketball sim

Very hard to get excited about features too many nations that are staggeringly average at basketball.

Incredibly short of greatness. WORLD LEAGUE SOCCER Eldos - PSM33 - 7/10 - Football sim A player that's always a challenge. No flash, no licence - the business

MIRMS Bosan - PSM2 - 7/10 - Puzzin g

Admired for its originality but lacks visual style and lasting appeal. WRECKIN CREW

Telstar - PSM34 - 7/10 - Arcad style racer

A bright and pleasant change from simulation style games. Not taxing, but fast and frantic.

WWF: IN YOUR HOUSE Acclaim - PSM15 - IV18 -Wrestling sim

Captures the rank stupidity of the sport, but looks basic and aged.

WWF WAR ZONE Acclaim - PSM37 - 1/18 -

Wrestling sim A good-looking title, but let down by the usual grappling suspects. It still

WWF WRESTLEMANIA Acclaim - PSM2 - B/10 -Wrestling sim

A genuine contender, Amusing and more fun than other po-faced fighters of the time



X GAMES PRO DOARDERS SCFF - PSM43 - 7/10 -Snowboarden sim Very cool, but superficial gameplay

lets it down. A particularly repetitive Snowboarding game.

X-CDM; ENEMY VNKNOWN Microprose - PSM7 - IV10 - Strategy spheric and complex strategy

title. Constantly demanding. X-COM: TERROR FROM

THE DEEP Microprose - PSM14 - B/10 -Strategy Just as addictive and compelling in

terms of gameplay as the first title, XENOCRACY

Brolier Interactive - PSM35 - 8/18 -Shoot 'em up Too simple shooting. Disappointing

game with disappointing graphics. XEVIDUS 30/G+

SCEE - PSM23 - 6/10 - Shoot 'em up Four versions of the classic blaster including a slick 3D update.

X-MEN: CHILDREN OF THE ATOM Acclaim - PSM31 - 7/10 - 20 heat

Good PlayStation conversion of an arcade game that's showing its age. K-MEN VS STREET FIGHTER EX

Virgin - PSM37 - 5/10 - Beat 'am up Why settle for a stylised comic book when you can have Tekken 3?



YOYO'S PUZZLE PARX JVC - PSM46 - 7/10 - Cute puzzle

tt won't keep you up 'till four in the orning, Bust-A-Move style, but It's good, clean fun.



SCFF - DSM29 - 7/10 - Book time

strategy gsma Has its moments. But they are few and far between

**7FRO DIVIDE** 

Scean - PSM4 - 7/18 - 38 heat 'em eq

Innovative combat style makes up for a deficit of opening appeal.

ZERO DIVIDE 2 SCEE - PSM38 - IL/10 - 30 beat 'em up Average and really rather disappointing fighting game.



# SILENT HILL

COMPLETE WALKTHROUGH FOR KONAMI'S HORROR CLASSIC

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en you will be told if you are a winner during your call. The Big Five-0 has 10 questions worth 1-10 goints each and winners must beat a target score. Instant Win competitions are multiple choice questions byte agame to decide if you are an instant winner. Other Competitions involve multiple choice questions with bebreaker and end on the 31st August 399, after which they may be replaced by a similar service on the same number. Actual designs may vary. Games information can not be guaranteed correct.

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USING & AND PLAY.

NOT A HARO TASK, BUT

CERTAINLY WORTHWHILE.

FULFILLMENT GUARANTEEO!





TO USE DISC 45. load it. end scroll through the game choices using left and right. Press & to select the demo you want. At the and of the some of the demos you will

# Anna Kournikova's Smash Court Tennis

STYLE:

Arcade tennis

t's that time of year again. Head down to the supermarket and grab yourself a punnet of strawberries, half a flagon of cream and a bottle of fizz. Namco's smash hit, Smash Court Tennis, is an all-time classic and it's no surprise that this souped-up version provides all the gameplay fun that we've come to expect from Namco-san. That

and an endorsement from page 3 'stunna' Ms Kournikova means they're on to a sure

In the demo you're given the option of several players and, whether you play with a friend or against the computer, you'll soon be gagging for more. You get to play a couple of games in Exhibition Mode on the overly green grass of the US. Its easy-to-use control system means that within minutes you'll be rallying

controls

faster than Burns and Griest. Loh Super shot

Strong shot (fast serve)

To serve press (8) and just as the ball begins to loose height press & again and you're away. Aces can be achieved using orather than . Go closer to the net



and you can volley with the best of 'em.

■ additional features It's in Multiplayer Mode that Smash Court Tennis is at its best. The full game enables you to play against four other people in a doubles match. You're offered

a choice of ten street courts, four pro courts (with different surfaces) and 24 initial characters with more hidden ones to choose from.

■ further information New balls please!. You'll find a smashing score of 8/10 in PSM46.



### ON THE CD

# your CD?

## Omega Boost

- PUBLISHER:

STYLE:

Mech ehoot 'em up

PROGRAM

Plevable demo escribed as a "shoot 'em up with a

modern twist," Omega Boost pushes the graphic boundaries of the PlayStation. Made by the Polyphony team responsible for *Gran Turismo*, the technical wizardry is obvious

On the demo you'll see that the menu screen lists various options. Zone Play will enable you to experience a section of the full game. Select these using 1 and 1. Displayed in the bottom left hand corner of the screen is the radar which will point you in the







ega Boost comes from the hods who brought you Gran Turiomo. Buil

direction of any nasties that happen to be in the vicinity and in the bottom right is your energy bar. The Training Mode enables you get to grips with controlling your robot throughout the spacious 3D environment - something that can take a little getting used to. You can browse the design specifics of the robots in the Art Gallery and there is a Replay option. Anaioque compatible, natch,

■ controls

12 Viper B TT Scan œ Back view

Stop Boost Boost Attack

Change view Pause Direction

Attack

■ additional features in the full game you will be required to attack and defeat numerous sub-bosses and bosses - assuming that you've made it through the barrage of smaller craft.

■ further information Fly on over to PSM47 for a 7/10 PlayTest.

### Croc 2

PUBLISHER:

STYLE:

Platforme

PROGRAM year and a half after the release of Croc, the gamboling green gator's back in search of his real parents. In this sequel, the cheerful chappie

Croc is faced with a number of puzzles and challenges. These range from having to find objects to construct a snowman, to the Inca level where you are challenged to an, um, ginger soda fuelled

burping competition. Croc must pick up rewards and defeat his enemies to

being held captive by the evil Dantini. The key can be found in a cave after you've negotiated some tricky territory. In order to break boxes open, simply Jump while standing on them and then press jump again. Don't be fooled by the kiddie voices and graphics - Croc puts your manual dexterity to the test in either digital or analogue mode

D-pad Direction (X) lump ◉ Tail swipe 0 Use binoculars

Side step right (III Side sten left Cra / (83) View contents of bag

■ additional features in the full game Croc has a whole host of new moves including a boost triple jump, a power flip, Croc paddle (a kind of doggie paddle for use in shallow waters) plus the little fella's now able to swing on ropes and vines, making him more agile than ever before.

■ further information Get your teeth into the full story in PSM46. Croc gets a bigger, better, prettier 8/10.



## **Aironauts**

■ PUBLISHER: Take 2 Interactive

STYLE Fly 'am up PROGRAM: Playable damo

his seemingly sinister game is cross between Gladiators and Prisoner Cell Block H, but without the melodrama. Inmates from futuristic prisons have been taken off peeling duty to provide entertainment in the form of an aerial war

In the demo you are given a choice of four challenges to complete in under three minutes each. Select your player using (8), use the D-pad to scroll through the different prisoners. In the first of the sub-levels you will need to practise your flying skills by reaching ten check points. The second you have to complete all eight ring sequences, using thermals to help you along your way. In the third you will need to kill all 21 drones. However this is slightly harder than it sounds because the drones are

not stationary - so use your radar to keep a close eye on them. In the fourth you'll race against the guardian, but you'll need to be fast.

■ controls

Start game/select 8 player/use machine guns

Pull back Launch missiles

)@@ Scroll through D-pad menu/direction

■ additional features The full game consists of 60 cloud-bound levels set in eight prison environments as well as a training arena, where you can brush up on your acrobatics.

■ further information If you're reading this you should already know. Just in case you've missed the review, turn back to page 94.



### Time Slip

PROGRAM

- PUBLISHER: SCEE STYLE: RPG Parody

Yaroze - full gama

ou play the part of a snail who has been caught in a space/time distortion and can not escape. He is thrown back in time every minute and this results in him leaving duplicates of himself everywhere. As every quantum physicist knows, bumping into another version of yourself is very bad news so It needs to be avoided.

The idea behind David Johnston and Mike Goatly's game is to collect coins to reach the level exit. You must use the floor pad-activated doors to progress. This is where it gets a little more complicated. To open the doors you must stand on the relevant activation panel, but this makes it impossible go through the door. You need to wait at the door after having stood on the panel and wait for your former self to activate it. A flashing clock on screen indicates a change in the space-time continuum.

■ controls

®©® Fire

Speed up time (useful if you are standing on a switch)

Snail Scanner

At the bottom of the screen is your snail scanner. This enables you to see what snails from past times are nearby. The line extending from the centre of the scanner points the direction the snail is in relation to you, and the size of snail indicates how far away it is.



### **Opera Of Destruction**





Destruction by name, Destruction by nature... Get them nasties NOW:

PUBLISHER SCEE STYLE: Strategy Yaroza – full gar

ar is a simple premise really. Destroy your enemy's city while protecting your own from a similar fate. You begin the game at full strength - 100%, In single-player mode you battle until the end, but in twoplayer all is lost at 10%. Your city is guarded by cannons that will protect it from the alien craft commanded by your enemy. You have a single fighter jet at your disposal and this can drop bombs and unlike your cannon it has unlimited ammo. When you're using your cannon, your fighter enters stasis and freezes - but it is still vulnerable. Scattered around the terrain are energy cubes that will replenish depleted ammo. There are 20 worlds to conquer In Opera Of Destruction.

Pause game

Enter gun post 1 808 Enter gun post 2 Enter fighter jet

In Cannon Mode: D-pad Move gun turret Hold down the 🔜 and use the D-pad to move the gun post. With button down, and and move gun post up and down

In Fighter Mode: Direction D-pad 110 Rear view Top view 0 Increase speed )@@ Decrease speed Drop bomb

Here are what those words mean: PWR - the strength of your fighter CITY - your city's strength ENEMY - enemy city's strength CUBES - number of energy cubes

## **Command & Conquer: Red Alert**

PUBLISHER: Virgin interactive STYLE: Strategy PROGRAM Playable demo

hen Westwood came up with Command & Conquer there were a lot of happy console players out there. When they came up with Red Alert for some the excitement got too much. The creation of what had merely been an add on for the PC into a far more substantial game, excited strategy fans everywhere. "Value for money" doesn't even begin to justify just how much you're getting for your cash with this

beauty. There's an interesting and

atmospheric storyline, mouse control, two-player link up (possible with just one copy of the game) a Skirmish Mode and 40 levels to battle your way through

To give you a taste of just how good this title is, we've nabbed this neat selection of levels from the game. In the first you have to rescue Einstein, who is still very much alive in this game (there's not much fun to be had in rescuing a stiff...) and has been captured by the enemy. While saving the future of relativity you must keep your star soldier alive. Further on you will have to track down and kill an enemy spy using a pack of highly-trained dogs. You'll find that the dogs are most effective close-up but don't forget to save a couple for the end of the stage. Woof

OPTIONS

■ controls D-pad

Up. down, left, right Use menu

**@** Change icon Change Information

8 Highlight or move troops additional features

What you don't get to see is the wonderful one-player Skirmish Mode, two-player link-up option, most of the levels and the excellent intro sequence But when you can buy the whole lot for 20 quid, who's complaining?

■ further information With an explosively good 9/10 score have a butchers at PSM37 to find out more about this newly Platinum ed title.



## Total Drivin'

PUBLISHER:	Infogram		
STYLE:	Recing game		
DROODAM			

nother Platinum classic, as the name implies this game is totally about driving. There are five classes of car involved, racing five terrains, in a quest for out-and-out speed. Ride roughshod over Egyptian dunes in a buggy. Drive your very own Indy-style race car around the circuits of Japan and Russia or, if you're a more rugged racer, head to the Scottish highlands for raucous rallying action, Each style offers a new challenge to the budding digital motorist. The indy cars





bether you are zooming around on buggles on sund or dy-style cars on Tarmac, you'll be thrilled by *TD.* 

power you along with a smooth-style sleek ride, but as you're heading down the straight don't forget that at the end of it is a corner. If you're more of an action fan than a speed freak, you'll find the buggy racing most enjoyable, but belt up and prepare for a bumpy ride.

On the demo you get to play one of the rally stages. Being a less hardcore rally game, you'll find controlling the car far easier to pick up than in the likes of McRae or V-Rally. Soar through the picturesque hills of the Scottish highlands - but just don't expect to be able to admire the view

D-pad

ò

0

Direction Horn Rear view Speed Hand brake ĕ Hard right

Hard left ■ additional features Over 40 cars and eight international teams - each with individual handling.



Total Drivin' is really rolly good - and a borgain too.

36 tracks, over six countries, with deathdefying obstacles to overcome including avalanches, lava, and rock slides - all this, and it's going for a song. It's sheer lunacy.

■ further information Grab your spanner and head back to PSM25 and tinker under the bonnet of Total Drivin's PlayTest, where it races into the distance with 8/10

### Speed Freaks Prince Naseem Kingsley

- PUBLISHER:	SCEE
STYLE:	Racer

ubbed as Mario Kart for the PlayStation. Speed Freaks has a lot to live up to and judging by the lack of work happening in PSM Towers it certainly does just that. The influence is obvious - it's a kind of Wacky Racers, but faster... Bold, bright and a barrel of laughs and playable next issue

It's a game requiring a surprising amount of cunning and Dick Dastardly type tactics, to succeed. With a fourplayer mode that would shock even Ron Jeremy, stay tuned to PSM to give It a go for yourself next month



# Boxina

■ PUBLISHER:

STYLE PROGRAM:





f there was a challenge to see just how much you could cram into a game. Prince Naseem Boxing would be up there on the leaderboard with the best of them. There are three sections to the game. Showcase (full championship boxing), Versus (arcade style boxing) and World Career - a novel idea that gives you the chance to see If you have what it takes to become the next Don King. In the Showcase and Versus game you're given the choice of 16 boxers to play as. However in the World Career mode you can choose from a massive 90 boxers.

If you're after multiplayer action, there's plenty of it. You and seven friends can compete in a round robin tournament. Train in Naseem's personal gym to perfect the numerous different shots available. The Career Mode looks to be serious business. Management not only includes training and arranging your fight diary, but diet too. Wonder if ear biting is on the menu?

- PUBLISHER: SCEE STYLE: Cute platforms

his rather charming platformer stars Kingsley the fox. His cheeky features make him a cute likable character. For the purposes of the game you are the orphaned Kingsley and must set out on a quest, over hill and down dale fighting for the good of all. The evil rodent wizard commonly known as Bad Custard(?) is plotting against the Queen of the Fruit. He has stolen her magic book, and has started to cast out heinous spells, that are turning the kingdom's True Knights into Dark Knights. Our foxy little hero has taken it upon himself to save the otherwise doomed Fruit Kingdom. Kingsley - more fruity fun than your average green grocer and not a piot to be scoffed at we're sure you'll agree.



micy taken the old gond vs evil and surrounds it with fruity plot.

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## Letters



ANOTHER MONTH, ANOTHER MIRE OF SOZZLEO TEXT-DAFT, DISNEY IN FFVII SHOCKER, RIDGE RACER TYPE 4 SUCKS AND PANTS WITH MEN IN THEM.



#### EDITED BY: Stephen Pierce

who considers it acceptable for you to e mail your mind egg's albumen dribble to: nsm@futurenet co.uk



#### **GLAND TIDINGS**

Mellow greetings to all at Official UK PlayStation Magazine Why don't you add a little bit of porn to your mag? I picked up another PlayStation mag the other week and I was mesmerised by the amount of naked chicks! If you added the odd breast or two it would make a big difference to the number of mags you sell. Matt Taylor,

#### Rickmansworth

The PSM males believe that magazines ourporting to be about PlayStations, should be about PlayStations - not scraggy, C·list 'models', inventively draped over a gun/car/cauldron becaus, the cover game just happens to be a shoot 'em up/driving game/RPG. We feel PlayStations are a valid, funky, ilfestyle pastime, just like clubbing, cinema, music,

literature, theatre and TV. Sex is also a funky lifestyle pastime - perhaps even the funklest? Yet we tend to turn to our beautiful girlfriends when feeling fruity, rather than gazing in awe at the blotchy, trowelled-up tartlets that apparently pass for titiliation within other 'games' mags. PSM also feels this Loaded-wannabe approach is lacking in style, originality depth, quality and Irony as well as being childishly exploitative of women. You are right. Such a move would affect our sales, they would surely drop off, And as we currently sell four times as many mags as our nearest competitor, we'll stick with what we do best, [Rock] - Ed]

#### FOUR TO THE FLAW

I have been an avid reader of your superb magazine for just over a year. It has been an invaluable source of information on the PlayStation Industry, but when PSM46 arrived on my doorstep I was struck by dishelief. Why the special collectors edition with four different covers? I was not aware that 46 was a special number worth celebrating. I love Star Wars and am desperate to see the new movie but I still don't see the point in having different covers. It is purely a money making scheme designed to con people out of money. With the same content in each magazine, and nothing but a simple cover change, it would be a waste of money for any customer. You are simply trying to get people who collect every issue to buy all four magazines and make more money. You should be ashamed of yours elves for using the sort of marketing-bull that you yourselves try to stop in the games industry,

#### Jostin Klim

Sorry Justin. We were unaware that when entering your local newsery to Invest in PSM46, you were forcibly held at sabre point and harangued into giving up 20 sheets for four differently sheathed copies. Baby, the choice is

Star Wars, diddly, Star Wors. Those are not the mags you are looking for Mr Klim. That is where you fall.

yours. Buy the mag if you want it. Don't if you don't. If you wished simply to purchase PSM46, then we offered up fou different Star Wars celebratory covers for you to pick your favourite. If you are a Wars completist, you may have wished to collect all four, Everyone's a winner, We merely offered choice to the consumer, We are sorry you felt threatened by that.

#### TDMDRRDW NEVER DIES

Y'know it's funny you should mention a connection between James Bond and Spyhunter (Old Skool Days, PSM46), cos I seem to remember a game called The Spy Who Loved Me on the Atari ST hased on the Road movie of the same name obviously. It featured that Lotus and at the end of the first level it changed into the submarine and continued underwater Just like the way the car in Spyhunter changed into a hoat!

A both fascinating and rivetting tale Sean. We are not sure whether to admire your enviable mental recollections, or chastise your skull egg's pedantic leanings. PSM opts for the former. Even now we are squatting in a circle, robes of ermine, balbriggan and burlap adorn our frames Moaning men. Swaying men. The Wand Of Saxkkraclhabbák is swished. Your thoughts... To our thoughts. Men scream. Men sob. Men hug. Your mind is now drained. We have your knowledge. You

#### **MOVIES, GAMES AND VIDEDS**

I am writing in response to 'Metal Gear Matty's star letter in PSM46. I can solve the Sean Barker/David Hayter mystery for you. I am a huge fan of both The Guyver series of anime movies and of the PlayStation. Now, I was in the video shop looking around and saw two movies - The Guyver: Mutronics and The Guyver: Dark

Hero, Sp I hired them out. When I got to watching Dark Hero, the main character sounded awfully familiar, Yes, The main character in Dark Herais played by David Hayter, the voice of one Solid Snake.



explained anything so far, but here comes the explanation, in Dark Hero the character that David Hayter played was called... You guessed it ... Sean Barker! There you go. Problem solved. Not that it was a problem.

#### Bee Taylor

Fine investigative prowess you showed there Benji. While adhering your pupils to such freakazold anime is not usually considered a worthwhile pursuit by professional types such as lawyers, teachers and accountants. PSM disagrees.









STAF

#### STAMP DUTY

I would like to congratulate you on the Booty section of your magazine. (Especially the South Park give away, PSM46.) But why oh why do I have to lay out for a stamp and postcard if I want to enter? Can't I just send the answer via e-mail to you? It is so much quicker and easier. Please evoluin

Patrick, Middlese PS: Love the mag, keep up the good work!

For those whose coccyx connects via a ghastly fleshy/tin node directly into the mains, yes, please feel free to galactic post your Booty entries to PSM. Others. whose amorous liaisons are conducted in person, rather than in leather\_chat.com, can continue to use the more traditional cardboard rectangle and moistened Queen's head.



Forgotten

how to write

Static Jumping men, accessorised with swishing, blurry backgrounds aren't really our bag o'entertainment, but if they become infotalnment through revealing juicy nuggets of this sort, then ding dong anime

#### SONIC BOOM BOY

I recently received the june edition of PSM (which is amazing as always) a couple of days ago. Every time I get my mag always read the games reviews and check out the score on the games given. But not this month! This month I looked at the demo disk and it had Judge Jules Music on the case. So I thought, "Let's have a look at that." As soon as it loaded, I went through nearly all the tunes available Then I came to a tune called in The Acid Breeze by Cold Storage. It's one of the

best dance tunes I have ever heard! As soon as it had finished playing on the demo disc, I saved it on my memory card and showed my dad. He said. 'That's alright, ain't it?" So I've come up with an idea. How about making a Music album. You could put loads of Cold Storage's tunes on Including In The Acid Breeze. If this happens, send me a memory card and I'll give you a couple of my tunes to stick on it! They aren't that bad! In fact, my mate described one of them as "Pure genius!"

#### Andy Myers, Cheshire

Andy, while your undoubted sonic connoisseurness and your dad's summing up - "That's alright, am't it? - no doubt rock contemporary music criticism to its very foundations, PSM still don't make games. But while we don't, under any circumstances make games, there are, if possible, even fewer circumstances under which we would make an album. Yes, the chewn in question was bangin' If you will. It doesn't, however, inspire us to give up our day jobs and attempt to produce an album featuring a song we have just given away for free and a couple of your efforts that your mate likes. Call us madmen, but we have our reservations about its hit parade potential

#### METAL MICKEY TAKING

I thought, having secured my home and doubled security, that I'd write to criticise, yes criticise, Metal Gear Solid! Sure it's a

good game. However, it isn't perfect by any stretch and has some real flaws which question its realism. Everyone has been saying it's ultra realistic or as nigh on perfect as you can get! Well if it's so perfect then how come we have such howlers as Mei Ling spotting snowbikes from a satellite picture when



you neek out the door's slot (in First Made), you can see Meryl walk past to your right? Surely If Snake knows she's there he shouldn't get caught off guard, right? Such inadequacies in the plot as these mean that Metal Gear Solid isn't perfect. There is room for improvement and the software houses shouldn't sit back and rest up just because of the reviews and sales figures. They should continue to improve games for the PlayStation because what is quality today is expected to be even better quality tomorrow. As a final note, readers of your may who moan about the £4,99 price tag should read some of the other



Metal Gear's realism lell down in the use of the Ninja's halintic, but stupidly inoffective fighting posture.

mags. Then they'll realise that £4,99 is a bargain. No other may is so far ahead for reviews, latest news and full game guides. Hell, some mags have only just reviewed Rollcage. (And by the way, they told their readers they were the first). Keep up the good work.

#### James Clifford, West Midlands

Mr Clifford, Metal Gear Solid was hardly touted as a simulation. Most espionage these days is performed from behind desks in the building just off Chelsea Bridge, rather than in the field with stealth suit 'n' tabs. Should realism, be your craving then perhaps the prospect of a game involving filing, paperwork. drinking coffee and eying up your secretary might ignite your digital furnace. For the time being you will have to make do with the - perhaps exaggerated, but ultimately rather thrilling - Bondesque endeavours of Solid Snake Esquire. Your ramblings might lead the casual reader to deem you an utter clot, however your laster comments. redeem you. You are indeed one astute individual

#### MEN IN PANTS

Over the past week I have looked at some of my friend's magazines for the PlayStation and noticed that literally all of them had some sort of article about WWF Attitude in them. So far this game, which I will definitely buy, looks pretty good. But I'm not sure what the reports actually say. So far all I have seen about it in your mag is one picture which is only about 1.5cm large. The thing is that I really want to know some proper information about it - such as release date, price, list of characters and so on. I've only got one more complaint and that is how you treat wrestling fans. >

Mr Stone Cold takes time out from his usual lingerie, to model his nev line of butch vestlets, Woot, won?





According to you, an extremely small number of the population watch what you persist in cailing "men in pants." As a matter of fact around one million people in England alone watch the WWF, the WCW and ECW. So If you do publish a report about WWF attitude in you revy fine mag, just try to look at It from the wewpoint of a fan.

Yours in wrestling,

## Andrew Jolliffe,

PS: I'd like to see you have an argument about this with Stone Cold Steve Austin!

PSM would be unable to argue with Mr Stone Cold, you are correct. We would be too busy rolling about on the floor, spewing tears of laughter at the sight of a middle-aged man in his smalls. That said, you will find an altogether more restrained plees of upstranding journalism on the subject of WWF Attitude on page 66 of this very journal. And therein you will find no mention of painted males. Probably, Pentio, actually...—Edi

#### COMBAT FATIGUE

Right, I've Just been round my mate's house and we Jayled Commands on his PC and I thought, "That is the most excellent game I've played if came home and asked myself, why can't PlayStation programmers make those types of games? I mean why can't programmers convert it has the programmers convert this fab PC game into a stunning, highly enjoyable conversion for the PlayStation?

Please, please, please talk to your buddles down at the software companies and knock some sense into them so they can start making those types of games.

#### Johs Briddon

You know John, your letter struck such a chord with the PSM team that we hopped into the company Lear jet and piloted ourselves down to Eidos' private alrfield. We alighted and immediately went to work on the dwarven programmers with our dirty holdall full of hog fat, salt, pilers and the like.

"Afright," they squealed in unison. "Well make Commandia 2 for the PlayStation, well have it in the shops by Christmass... Or a bit later." So here you go Mr Sirddon, because of you, software history has been changed. Either that or they were going to do it anyway. Oh and for those that dron't know Commandias, it's an almost photo-realistic, strategy war zone, with dashing troops, rumbling tanks and catastrophic casualties. Lock and, very much, load soldler boy.

#### CAST GIST

I read the letter on the Metal Gear movie line up, and decided to put together my own cast list. Take a look at these scorchers – Solid Snake: Pierce Brosnan; Psycho Mants: Doug Stone (if doesn't matter how he looks, as long as he is thin, He has a liready of the MOST amazing voice ever...); Raven: Arnie Schwarzeneger; Ocelot: Michael Madsen

Schwarzenegger; Ocelot: Michael Madser (doesn't look like him, but when it comes to sadism there's no one better at making you squirm's, Master Miller. Ase Rimmer, Naomi Hunter Jennifer Aniston Lidhough me des Hanston Lidhough me eded; Otacon: Bill Cates; Wolf: Jenette Coddstein (the click who plays Wasquez in Alens, in real life has long halp's, Ninja; Bloke who plays: Fong Sal Yuk in Legend Of Fong Sai Vuk 2. When it comes to kung fu, there's none finer.

#### Miss Mantis

Impressive, Most Impressive, For those that don't know, Doug Stone Is the guy who actually does Mantis' voice in the game. The chop-socky amigo you are referring to is none other than Jet Li. He was most recently seen playing the kung fool opposite cinema's Curtis Stigers - Mel Gibson, wheezing-lardy-pasty-face Danny Glover and the A list Joe Pasquale himself loe Pesci, in Lethal Weapon 4. As for your other suggestions, PSM feels Brosnan is too clean and Arnie has an inflated '80s body with the mind of a 12 year-old girl. Ace Rimmer on the other hand is an even more degrading proposition. PSM refuses to recognise the concept of Red Dwarfism Ace bleedin' Rimmer and unutterably unfunny kebabs in-space lokes. No. no. a thousand times no. Other than that we quite like your list.



I have just received issue 46 of PSM and boy It has struck a raw nerve with me. How can you give Ridge Racer Type 4 9/10 and Need for Speed 4 B/10 and then put NFS4 at the bottom of an Alternatively list? How do you decide this? Is it a bung from the home team of Namco to give their so-called 'Gran Turismo Beater' a nice prime review? We all know the only decent thing on RRT4 is the graphics. The gameplay is exactly the same as... er. let's see Ridge Racer, Ridge Racer Revolution and Rage Racer, Again all these games were graphically impressive. but they had little gamenlay. The gameplay was crap. Hit a car, and you slow to a speed at which a tortoise could easily fly past you and still not break into a sweat, while the offending car was nowhere to be seen. I had a second-hand conv of Ridge Racer and got rid of that, I didn't even touch Ridae Racer Revolution and borrowed my mate's copy of Rage Racer. He has since got rid of the game because it was crap. I think I played it once and the rest of the two weeks I had it, it stayed on my shelf collecting dust. So there.



Alternatively columns are ordered by virtue of their score best at the top. lowest at the bottom, 8/10 is a verv respectable mark, however we felt RRT4 offered a more impressive arcade racing experience than Need For Speed 4. We don't, as you so eloquently out it. "all know that the only decent thing on RRT4 is the graphics.' Some of us enjoy the slip slidey, screech madness associated with this premier arcadey motor rolla. So there, Your history with the Racer series of games and indeed your unkempt shelves, are of little interest to anyone other than yourself. May we suggest a copy of Gran Turismo (now on Platinum) and a can of Pledge



Mr Henley, more st home at his regatta than in the hot, hard ART4 world.



Os s par with

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having your color

SHARDS OF PSM LETTERS MARINADED IN LIQUID TERSENESS

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mith them as and you risk

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ss that. Try reading the

massal fur further eslightssmant, "What's the psist in reviswing rabbish games like Sports Car GT (2/10), Astarix [3/10], asd WCW Thundor [3/10]?", msmhlos 🔓 . "Cosids't yes sse the space better to do npdates of top titles like Resi 3. Dino Crisis and Mstal Gest Solid: Intugral?" You meen like the spostss that cnnstantly nppssr in *PSM* as part of our cammitment ts bring yos the very hest, on-thn-monny gnmss nswe? Oh, and by the way, hsm mostd yos ksow

what games were rubbish

if we dids't review them?



#### A PINCH OF WALT

I am replying to a previous letter in your magazine [Animated Argument, PSM47] by saying that Disney games suck precisely because you have characters jumping on flying carpets etc in a platform style If you're really that desperate to link a Disney film to a game you can simply buy Final Fantasy VII and call the characters Aladdin and Hercules, Adam Taylor Watford

Inspired Adam, but your suggestion falls down somewhat when you take into account Cloud is a big-sworded, chopalop-a-ding-dong membant and Aladdin is a sap in big slacks. Anyhoo it's certainly the closest to a decent pseudo Disney game so far... Any takers?

#### HAVE I GOT VIEWS FOR YOU

I don't really know why I am writing to you, other than to waste away a few more minutes of my empty life. Perhaps I could complain about the price of videogames, the developers' mability to release things when they say they will or maybe tell you all that Ridge Racer Type 4 stinks and tiddlywinks is by far the best game ever. On the other hand, maybe I should keep my stupid opinions to myself, wait

until I have something worthwhile to write about and not waste your time with my petty grievances. Dumb but happy

#### Mark Centry

Ah, the master satirist at work While your scribblings fall short of challenging Artistophanes, Horace, Voltaire and Swift, there is still much to commend. Perchance you might put yourself forward to replace the Sunday Times' tediously snobbish AA GIII, whose diatribes ceaselessly make a self congratulatory target of the obvious, while no doubt earning him a fair whack. Readers, this is a cry for more original letters from one of your own.

#### **TEXT HEAVY**

Keep up the good work on the mag, but I have a complaint. The first ever Official UK PlayStation Magazine | bought was number 20. Way back then the features section had five innovative and entertaining features including playing when drunk and the 50 biggest industry players. And now I see things like Star Wars again! You only tend to do one feature a month now. I would rather read about interesting stuff than things like Ideas Above Their PlayStation or Old Skool Dave Yours sincerely

#### Final Fantasy High Priest

PS: How do I heat the Emerald and the Ruby weapon in FFVII7

It is a mite unfortunate that you are one of perhaps five people globally who don't dig the Star Wars. Perhaps the feature within this very document (page S4) on the hi-res wonders of Namco Station will appease your feature grievances. That said, one cannot take moanage that seriously from a dude called Final Fantasy High Priest, who then proceeds to beg for

#### ars pleased with the new tep of the range Walls Magaem Exceleior.

Final Fantasy VII assistance. What's up High Priest, did you get your robes tangled mid skirmish? Out of nity, and for no other reason PSM offers this: Connect Phoenix Summon and Final Attack materia in any linked slot. When party dies, their HP will revive. Just make sure you have enough MP to use the Phoenix Summon.

Perhaps Final Fantasy Initiate, might be a more accurate nomenclature for you sire. Oh and in the future, direct all tippery to Tips Sultan Dan Mayers at Top Secret, PSM, Future Publishing, 30 Monmouth Street, Bath BA1 28W

All letters eebmitted are assumed to be fer peblication unless marked otherwise. We reserve the right to edit letters for reasons of epoce er style. Sorry we can't answer any letters personally.

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**EXCLUSIVE REVIEW AND DEMO!** 

# PEED FREAKS

MARIO IS DEAD - LONG LIVE THE FREAKS! PLAYSTATION FINALLY GETS THE KART RACER IT DESERVES AND WE'VE GDT THE EXCLUSIVE REVIEW AND DEMD! START YOUR ENGINES...

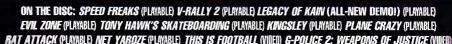
THE STAR OF THE RECENT E3 AND THE MOST ANTICIPATED GAME DF THE YEAR, *quake ii* is finally heading for the playstation in all its four-player gldry. *PSM* talks to the people behind the legend and shows you just what you're in for!

TOMBRADER 4 LARA'S BACK ON THE PLAYSTATION FOR CHRISTMAS AND SHE'S LODKING FINE. NEXT MO THE PLAYSTATION FOR CHRISTMAS AND SHE'S LODKING FINE. NEXT MO THE PLAYSTATION FOR CHRISTMAS AND SHE'S AND STORYLINE!



- THE INSIDE SCOOP ON GTA 2
- JUNO CRISIS: PSM TAKES A TRIP TO TOKYO
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# FAX

CELEBS QUIZZED, DEVELOPERS GRILLED, GAMES EXPLAINED, QUESTI

They cell them "Tha schizophranic Scottish band," and they call salves "Travis." A band who have come back into the charts with their sacond and strongast album entitled Tha Man Who. Have a read about game watch seting dogs and waird album names your mother would be shocked to haar. Fran Healy and and Neil Primrosa tell us mora...

Your new album Tha Man Who, is takan from the title of a hook, would you evar think about naming a record aftar e computer game?

Next by until but year people used to call us solve pluseric bund (cos our number changed styresse which, in sure you can get or harvefrom that one flust one thing of our extensive busy boor is agood name for a bound-people might get they wrong i cos a sound-people might get the Word (de and make a parfact game for Travis called Travis, what

would it be 11kg?
Neil Agame of perseverance that's what it would be like you'd have to nun araina pure cetting the entire band bogether intino to may a gig or them to once you're at the gig you're have bleat up the crew to get them to ture the guitars in time to go an stage, that's ganna be the

nardest bit Is the PlayStation in the hack of the tour bus or in the studio? New No we and war it in an studio for that very reason, at the moment were in the tour bus on the way to aging horing a FIFA showdown so we try to keep it a true bus only thing

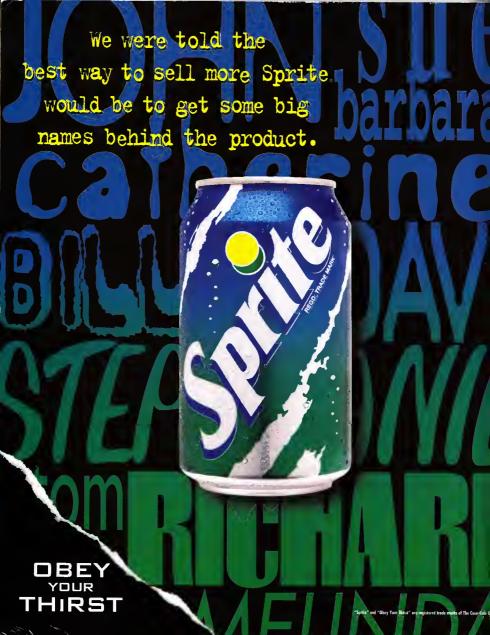
Fran: Com't listen to him, we do have a Playstation in the studio. I remember when the Planstation first came out in the Uk, I did absolutely nothing all that year except play it.
What is in the Playstation and in the CD player at the moment? What is in the Playstation we got TE Z and the old classic Grand Theft New In the paustation we got the zerol but good, Mule Variations

From: The new T.C album, good pop music, and an album by Hammer and Yongs - Who have produced some amaking pop notess. Including ours. Did either of you ever play videogames as a kid?

From: My mum once brought me this wrist water for my birthday that you could play space Invaders on . I dook it round do my Averal's house to show of and his day grabbed it off the table and all the whole thing this mum felt do bad she went out and brought me contay kong. What's next for Travis, got a packed diary shead? PlayStation

A Health buy JULLHER abod were during Juller Play 5 HEALTH WE VOS FREEDRANG OF THE PART IN SECREMBER WE'R MADON, and NEXT YEAR MAY BE a big US Tair Fran: The only thing I've got planted is seeing the Star Dars film.

Official UK PlayStation Magazine



# Magazine

6 issues

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